Technics

SX-K500
SX-K700

ENGLISH DEUTSCH FRANÇAIS ESPAÑOL NEDERLANDS ITALIANO

Specifications

		SX-K500	SX-K700
KEYBOARD		49 KEYS	61 KEYS
KEY SPLIT		○ (G2, C3, G3)	
ONE TOUCH PLAY		○	
FULLBAND SETTING COMPUTER		RECORD*, FULLBAND SETTING COMPUTER	
SEQUENCER		RECORD*, EDIT, STEP RECORD, SOLO, POLY ACCOMP/CHORD, BASS, DRUMS & CONTROL, KEYBOARD...	
VOICE SETTING COMPUTER		SET, 1~4	
CONDUCTOR		[L]...POLY, BASS [R]...SOLO, POLY	
TONES & EFFECTS	POLY/ACCOMP	P1... POP ORGAN 1, 2, SYNTH STRING, SYNTH BRASS 1, 2, 3, SYNTH LEAD 1, 2, 3, SYNTH PERCUSSIVE 1, 2, 3, SOLID GUITAR, ROCK GUITAR, ELECTRIC PIANO, ELECTRIC GRAND P2... JAZZ ORGAN 1, 2, STRINGS, TROMBONE, BRASS, TENOR SAX, ALTO SAX, CLARINET, FLUTE, STEEL DRUM, VIBETONE, CLAVI, JAZZ GUITAR, MUTE GUITAR, ELECTRIC PIANO, PIANO P3... PIPE ORGAN 1, 2, STRINGS, TROMBONE, TRUMPET, FRENCH HORN, ACCORDION, OBOE, PAN FLUTE, HARMONICA, GLOCKEN, BANJO, GUITAR, HAWAIIAN GUITAR, HARPSICHORD, PIANO MEMORY...1~16 CHORUS, SUSTAIN	
	SOLO	S1... SYNTH BRASS 1, 2, 3, SYNTH LEAD 1, 2, 3, ROCK GUITAR, ELECTRIC PIANO S2... JAZZ ORGAN, STRINGS, TROMBONE, ALTO SAX, HARMONICA, FLUTE, JAZZ GUITAR, ELECTRIC PIANO S3... VIOLIN, STRINGS, TRUMPET, CLARINET, OBOE, PAN FLUTE, HAWAIIAN GUITAR, PIANO MEMORY...1~8 CHORUS, SUSTAIN	
	BASS	ORGAN, TUBA, ACOUSTIC, ELECTRIC, CHOPPER, SYNTH 1, 2, 3, SUSTAIN	
TECHNI-CHORD		○	
SOUND EDIT		SOUND EDIT, ⌐, ∫, ∫, RELEASE, VIBRATO (DEPTH, SPEED, DELAY), REPEAT DELAY (, SPEED), OCTAVE, POLY M...1~16, SOLO M...1~8	
BACK GROUND SOUND		○	THUNDER, BIRD, WIND CHIMES, RANDOM 1, 2, WIND, STREAM, WAVE, CHURCH BELL, CANCEL
RHYTHM		R1... ROCK 1, 2, 3, POP 1, 2, 3, DISCO 1, 2 R2... ROCK 1, 2, 3, POP 1, 2, 3, DISCO 1, 2 R3... SHUFFLE, BALLAD, 8 BEAT, 16 BEAT, SWING ROCK, REGGAE, SALSA, BOSSA NOVA R4... MARCH/COUNTRY, WALTZ, JAZZ WALTZ, DIXIE, SWING, RHUMBA, TANGO, SAMBA	
	(CONTROLS)	TEMPO, START/STOP, SYNCHRO & BREAK	
FILL IN & INTRO		○	
ENDING		○	
KEYBOARD PERCUSSION		○, KEYBOARD	
MANUAL PERCUSSION		———	1~3
AUTO PLAY CHORD		ONE FINGER, FINGERED, MEMORY	
VARIATION		DRUMS, BASS & ACCOMP 1~4	
COMPOSER		———	RECORD (DRUMS, BASS, ACCOMP), CLEAR, STEP RECORD, TRIPLET, 1~4, ACCENT, TIE, CANCEL
TUNING		○	
TRANSPOSE		G ~ C ~ F#	
FOOT SWITCH SELECTOR		GLIDE, ENDING, START/STOP, FILL IN, SUSTAIN (ALL OFF)	
BALANCE		BACK GROUND SOUND, DRUMS, BASS, ACCOMP, SOLO, POLY	
MODE SET		MODE SET, RECORD*, START/STOP, MIDI CLOCK, SONG SELECT, VELOCITY, PROGRAM CHANGE, OCTAVE (−2, −1, +1, +2), LOCAL CONTROL (SEQ TO EXT, MAN TO EXT, BOTH TO EXT), FSC ENABLE	
OTHERS		POWER SWITCH, MAIN VOLUME, MEMORY CARD SLOT, LINE OUT TERMINALS ([R]/[R]+[L], [L]), PEDAL IN TERMINALS (EXP PEDAL, FOOT SW), MIDI TERMINALS (IN, OUT), HEADPHONE JACK, AC CORD INPUT, INITIAL KEY	
OUTPUT		10W X 2	
SPEAKERS		12 cm (4-23/32") X 1	9 cm (3-17/32") X 1
POWER REQUIREMENT		50 W	
		AC 120/220/240V 50/60 Hz, AC 120V 60 Hz (NORTH AMERICA)	
DIMENSIONS (WXHXD)		78.7 cm X 13.4 cm X 35.8 cm (30-31/32" X 5-9/32" X 14-3/32")	95.1 cm X 13.4 cm X 35.8 cm (37-7/16" X 5-9/32" X 14-3/32")
NET WEIGHT		10 kg (22.0 lbs.)	10.5 kg (23.1 lbs.)
ACCESSORIES		MUSIC RACK, DUST COVER, AC CORD	

*Common **RECORD** button is used for these buttons.

Technics

OWNER'S MANUAL **BEDIENUNGSANLEITUNG**
INSTRUCTIONS D'EMPLOI **INSTRUCCIONES DE MANEJO**
GEBRUIKSAANWIJZING **ISTRUZIONI PER L'USO**

ENGLISH
DEUTSCH
FRANÇAIS
ESPAÑOL
NEDERLANDS
ITALIANO

Caution

Voltage (except North America)
Be sure the voltage adjuster (located on the rear panel) is in accordance with local voltage in your area before using this unit. Use a screwdriver to set the voltage adjuster to the local voltage.

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRICAL SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

BEFORE YOU PLAY, PLEASE READ THE CAUTIONARY COPY APPEARING ON PAGE 29.

IMPORTANT (for GREAT BRITAIN)
THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE:

BLUE — NEUTRAL
BROWN — LIVE

As the colours of the wires in the mains lead of this unit may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows.

The wire which is coloured BLUE must be connected to the terminal with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal marked with the letter L or coloured RED.

This apparatus was produced to BS 800: 1977.

Vorsicht!

Netzspannung (außer Nordamerika)
Versichern Sie sich, daß der Spannungswähler auf der Rückseite mit Ihrer lokalen Netzspannung übereinstimmt, bevor Sie das Instrument in Betrieb nehmen. Ist dies nicht der Fall, benutzen Sie einen Minusschraubenzieher, um den Spannungswähler auf die örtliche Netzspannung einzustellen.
Bevor Sie anfangen zu spielen, lesen Sie bitte die Vorsichtshinweise auf Seite 57 dieser Anleitung.

Bescheinigung des Herstellers/Importeurs

Hiermit wird bescheinigt, daß der/die/das

TECHNICS, Model No. SX-K500/SX-K700
(Gerät, Typ, Bezeichnung)

in Übereinstimmung mit den Bestimmungen der

Vfg 1046 / 1984
(Amtsblattverfügung)

funk-entstört ist.
Der Deutschen Bundespost wurde das Inverkehrbringen dieses Gerätes angezeigt und die Berechtigung zur Überprüfung der Serie auf Einhaltung der Bestimmungen eingeräumt.

PANASONIC DEUTSCHLAND GMBH
Name des Herstellers/Importeurs

Precaución

Tensión (excepto América del Norte)
Cerciórese de que el ajustador de tensión, situado en el panel posterior, está ajustado al valor de la tensión de su residencia. Efectúe esta comprobación antes de utilizar el órgano. Para ajustar la tensión emplee un destornillador para posicionar el ajustador de tensión al valor correspondiente.
Antes de empezar a tocar, lea las precauciones a página 113.

Attenzione

Voltaggio (eccetto Nord America)
Assicurarsi che il cambio tensione, sul pannello posteriore, concordi la tensione con il voltaggio della tensione di rete. Usate nel caso un cacciavite per adattare la tensione.
Prima di suonare vi consigliamo di leggere le indicazioni della pagina 169.

Attention

Tension (à l'exception de l'Amérique du nord)
Avant de mettre cet appareil en marche, s'assurer que le sélecteur de tension situé sur le panneau arrière est réglé sur la tension locale. Pour régler le sélecteur de tension utiliser un tournevis plat (−).
Avant toute utilisation, prière de lire l'avertissement apparaissant à la page 85.

Attentie!

Netspanning (behalve voor Noord Amerika)
Let er op dat de spanningscaroussel, die zich op het achterpaneel bevindt, op de juiste netspanning staat vóór het orgel wordt aangesloten. Gebruik een kleine schroevedraaier om de spanningscaroussel in te stellen.
Voordat U gaat spelen, lees de waarschuwings punten op bladzijd 141 zorgvulding en goed door.

The first part of this manual comprises a basic explanation of the PCM Keyboard and its functions, and the second part details practical applications, particularly of the many storage functions. A thorough understanding of the basic functions should be acquired before attempting to use the advanced applications.

BASIC FUNCTIONS

ENGLISH

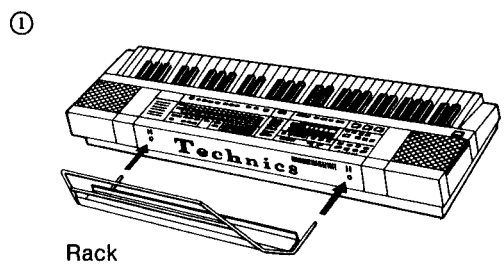
This section comprises an explanation of tones and effects, rhythm and the fundamental workings of the PCM Keyboard. The circled numbers on the separate sheet correspond to the section numbers in this instruction manual.

Part I Introduction

① Playing Your Technics is Easy!

Let's get ready.

1. Set up the music rack.
   Insert the music stand in the two holes on the keyboard as shown in the figure.

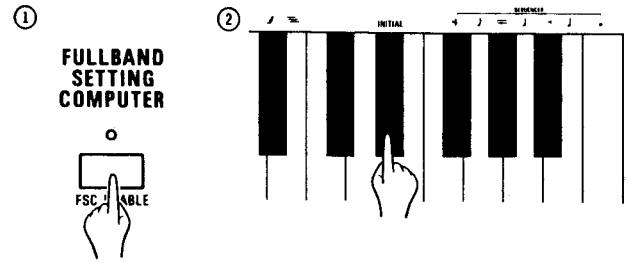


2. Plug the power cord into an outlet.
3. Turn the **POWER** switch on.

Let's set the standard settings <initial mode>.

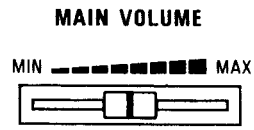
1. Press the **FULLBAND SETTING COMPUTER** button to turn it on.
2. Press the **INITIAL** key on the keyboard.

- Various recording operations are possible with this keyboard. By performing this <initial mode> operation, the factory preset settings are designated. The contents stored in the **COMPOSER**, **SEQUENCER** and **FULLBAND SETTING COMPUTER** are left as they are.



Let's play.

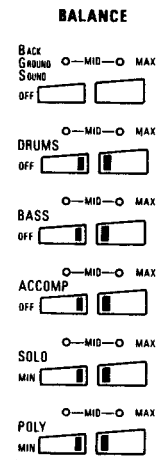
Now let's play a song. Adjust the **MAIN VOLUME** to an appropriate level.



Balance

The volume can be adjusted for each section with the **BALANCE** controls. Pressing the right button increases the volume, and pressing the left button decreases it.

- The **BALANCE** controls have four levels.
- Except for the **SOLO** and **POLY** sections, when neither indicator is lit, the sound for that section is off.
- The **SOLO** and **POLY** volumes are turned off in the following manner: When the left and right indicators are both off (minimum), press the two buttons at the same time. The volume for that part will be turned off, and the left indicator will flash.

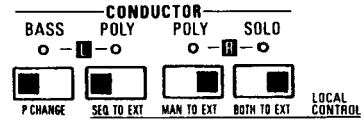


Part II Basic creation of tones and effects

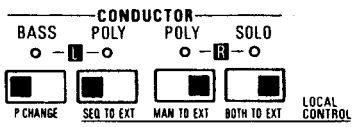
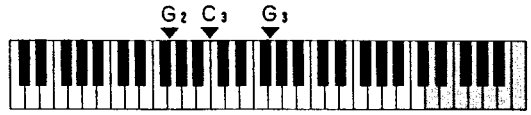
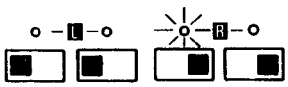
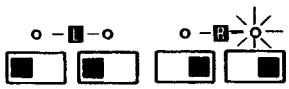
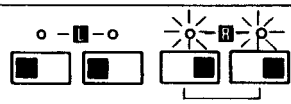
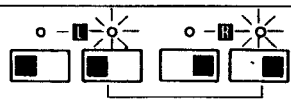
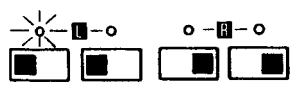
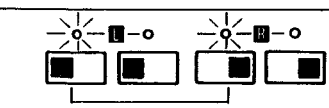
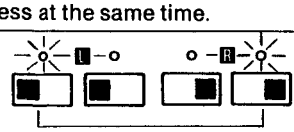
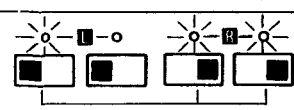
② Conductor

With this PCM Keyboard you can select **POLY**, **SOLO** and **BASS** tone groups. The **CONDUCTOR** buttons allow you to assign specific tones from these groups to the entire keyboard or to the left or right part of a split keyboard.

The eight ways to assign tones to the keyboard are shown here.



(When the **AUTO PLAY CHORD** is off)

CONDUCTOR settings	Tonal keyboard	Number of notes that sound simultaneously
	 (K700 only)	
	**POLY**	8 notes
	**SOLO**	2 notes
 Press at the same time.	**POLY + SOLO**	**POLY**: 8 notes **SOLO**: 1 note
 Press at the same time.	[L] **POLY** [R] **SOLO** Split point	[L] **POLY**: 8 notes [R] **SOLO**: 2 notes
	**BASS**	1 note
 Press at the same time.	[L] **BASS** [R] **POLY** Split point	[L] **BASS**: 1 note [R] **POLY**: 8 notes
 Press at the same time.	[L] **BASS** [R] **SOLO** Split point	[L] **BASS**: 1 note [R] **SOLO**: 2 notes
 Press at the same time.	[L] **BASS** [R] **POLY + SOLO** Split point	[L] **BASS**: 1 note [R] **POLY**: 8 notes **SOLO**: 1 note

- Eight **POLY** notes can be produced at one time; however, when using the **AUTO PLAY CHORD** or **SEQUENCER (ACCOMP)** feature (explained later), only four **POLY** notes are produced at one time.
- Even if the keyboard is not split, if the **AUTO PLAY CHORD** is used, the keyboard splits automatically.
- When a mixed keyboard (**POLY + SOLO**) is selected, play the chord with your left hand and the melody with your right hand. If you remove your right hand from the keyboard, the **SOLO** sound will not shift to the left hand so that the melody can be successfully played. (When the interval between the chord and melody is less than one whole note, the sounds will shift to the left hand.)

ENGLISH

Key Split

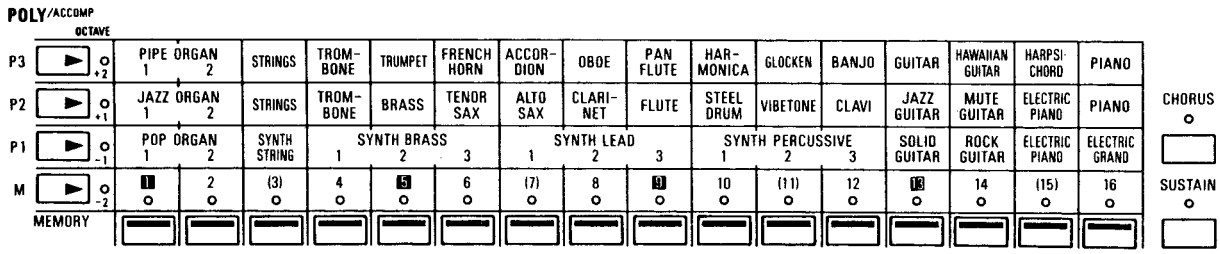
KEY SPLIT

The **KEY SPLIT** button is used to specify the point where the keyboard divides into the [L] (accompaniment) part and [R] (melody) part.

One of the three indicators (at G2, C3 or G3) is lit to show the split point. With each press of the **KEY SPLIT** button, the indication moves to the next split point.

- If a split keyboard is not specified, for example as when **SOLO** only is selected by the **CONDUCTOR** buttons, one of the split point indicators will light for as long as the **KEY SPLIT** button is kept pressed.
- When the keyboard is split, the octave may shift, depending on the tone.

③ Poly



POLY tones are selected with the **P1**, **P2** and **P3** column buttons and the buttons marked **1** through **16** going across.

The preset **POLY** tones are arranged into genres:

P3.....classical, folk sounds
P2.....jazz, latin, rock sounds
P1.....disco, pops sounds

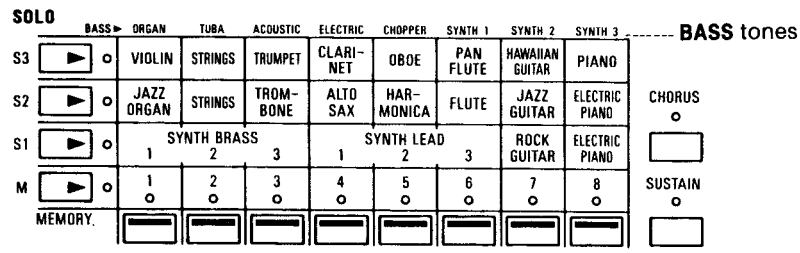
- The 16 positions in the **M** row are to store the preset sounds that you have edited yourself. (Refer to ⑬ Sound Edit.)

Press the **CHORUS** button on to expand the sound and create a chorus effect.

When the **SUSTAIN** button is on, even when the keys are released, the notes fade slowly, giving a sustain effect.

- These buttons are also used to select the tone when storing in the **ACCOMP** part of the **COMPOSER** or **SEQUENCER** (explained later).

④ Solo



SOLO tones are selected with the **S1**, **S2** and **S3** column buttons and the buttons marked **1** through **8** going across.

The preset **SOLO** tones are arranged into genres:

S3.....classical, folk sounds
S2.....jazz, latin, rock sounds
S1.....disco, pops sounds

- The 8 positions in the **M** row are to store the preset sounds that you have edited yourself. (Refer to ⑬ Sound Edit.)

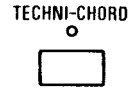
The **CHORUS** and **SUSTAIN** buttons are used to apply chorus and sustain effects to the **SOLO** sounds.

Bass

The 8 **BASS** sounds are indicated in the topmost row. Choose a preset **BASS** sound with the 8 **MEMORY** buttons when **BASS** has been selected in the **CONDUCTOR**.

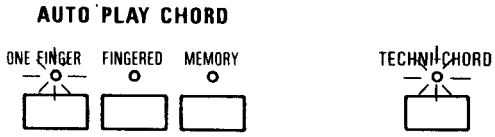
- Note, however, that when **BASS** is selected for the [L] part and **SOLO** is selected for the [R] part, these buttons are used to select **SOLO** sounds.
- **SUSTAIN** functions for the **BASS** part, but **CHORUS** does not.

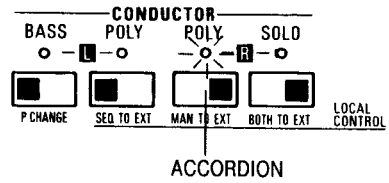
⑤ Techni-Chord

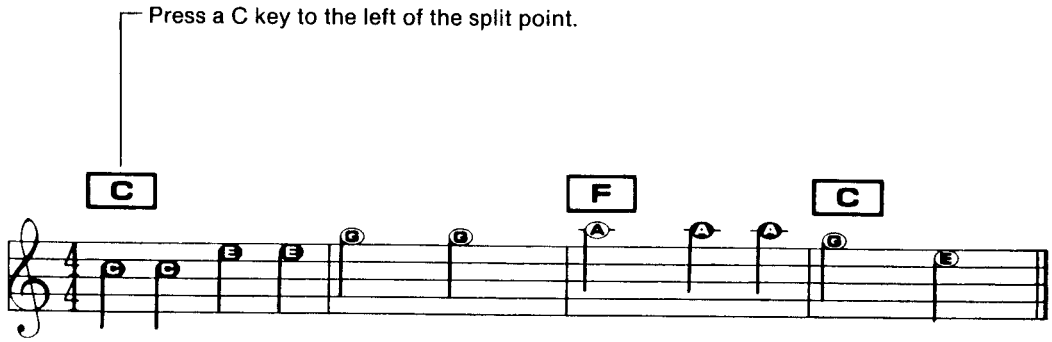


TECHNI-CHORD, when used with the **AUTO PLAY CHORD** or **SEQUENCER** feature, makes your one-finger melodies sound like those of a professional keyboardist by transferring the chord tones you play on the left part of the keyboard (see ⑫ Auto Play Chord) to each melody note you play on the right part of the keyboard.

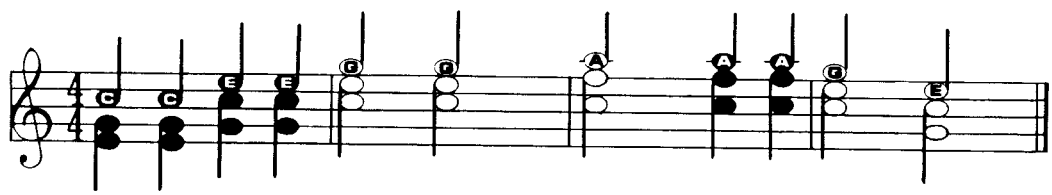
Make the settings as shown here and play the example below.





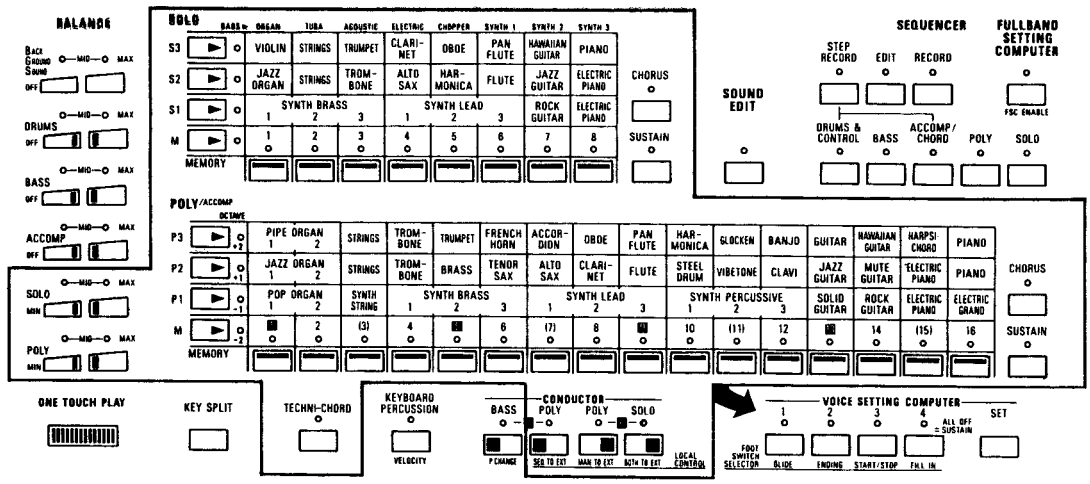


Now press the **TECHNI-CHORD** button and play the example again. Here's how your one-finger melody looks when written out—three-note melody chords!



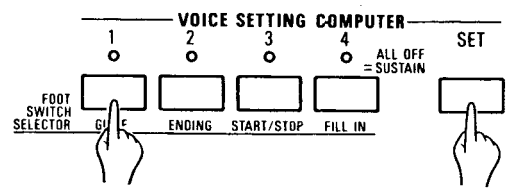
NOTE: When you're using the **AUTO PLAY CHORD** feature, the melody with **TECHNI-CHORD** is playable on the keys for melody. When you've entered the chords in the **SEQUENCER**, the melody with Techni-Chord can be played over the entire keys. Be sure to play the melody with only one finger on your right hand—**TECHNI-CHORD** does the rest!

⑥ Voice Setting Computer



Up to four combinations of the selected **POLY** and **SOLO** tones and effects, and also the settings of the **POLY** and **SOLO BALANCE** controls, the **CONDUCTOR** and the **TECHNI-CHORD** can be stored in the **VOICE SETTING COMPUTER 1~4** buttons. During a performance, any one of four stored settings are recalled at the touch of a finger!

1. Set the registration.
2. With the **SET** button held down, press the **1** button until the indicator stops flashing.
   This stores your setting in the **1** button. That's all it takes!



To change your custom registrations, just set up the buttons you want and then press **SET** and the desired number button. The previous setting is automatically replaced by the new one.

You can change the selected voice and effect from the memory by pressing any other number button. The memory contents in the keyboard, however, remain unchanged.

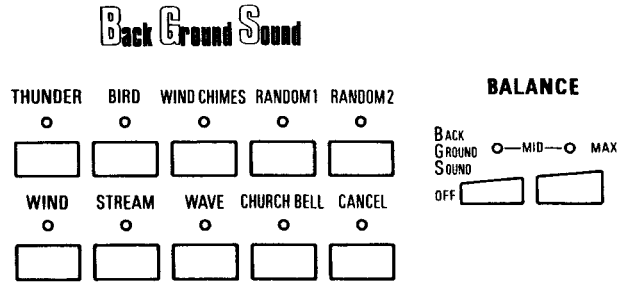
- The numbers of the **M** row buttons can be stored in the **VOICE SETTING COMPUTER**, but not the button contents.

⑦ Back Ground Sound

■ **K700**

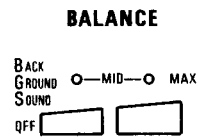
Various preset background sounds are available at the touch of a button, from the sound of the wind to waves on the beach. Press the respective button to turn the background sound on. Press **CANCEL** to turn it off.

- The background sounds can be mixed when two buttons are pressed at the same time. However, if the **RHYTHM** is turned on, only one background sound is produced (the sound from the uppermost or leftmost button), although both indicators continue to be lit. When the **RHYTHM** is turned off, both background sounds are again heard.

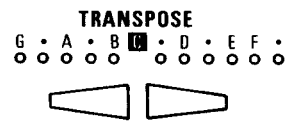


■ **K500**

When the **BALANCE** controls for **BACK GROUND SOUND** are on, a preset background sound is produced.



⑧ Transpose

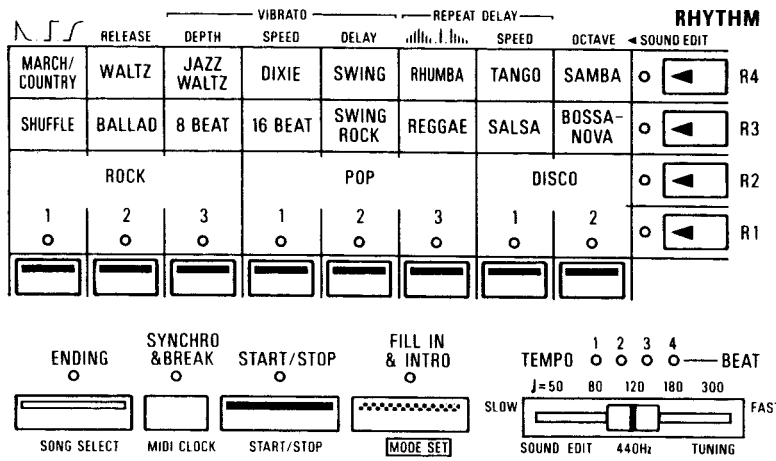


Suppose you learn to play a song—in the key of C, for example—and decide you want to sing it, only to find it's either too high or too low for your voice. Your choice is to either learn the song all over again, in a different key, or to use the **TRANSPOSE** feature.

C is the standard setting, and the key may be raised or lowered with the two **TRANSPOSE** buttons. The key can be reset to C instantly by pressing both **TRANSPOSE** buttons simultaneously.

Part III Let's play the rhythm

⑨ Rhythm



The rhythm unit consists of rhythm selector buttons, start/stop devices, beat indicators, and volume and speed controls.

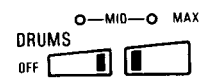
Rhythms are selected with the **R1~R4** buttons and the eight buttons across the bottom of the **RHYTHM** section. The rhythms are arranged into groups of four types:

R4.....standard
R3.....orthodox rock
R2.....modern (acoustic)
R1.....modern (electronic)

The **START/STOP** button instantly starts and stops the drum rhythm. The rhythm always starts on the first beat of a measure. The **BEAT** indicators light to indicate the beat. This helps you relate the drum rhythms to the music and helps you keep track of "where you are" while playing.

When the **SYNCHRO START** button is on, the rhythm is started by pressing a key lower than the indicated keyboard split point.

The **DRUMS** buttons in the **BALANCE** section allow you to adjust the loudness of the drums to be in perfect balance with the other voices.



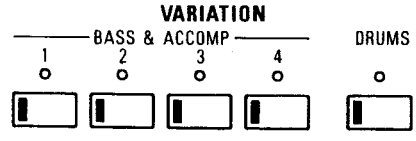
TEMPO adjusts how fast or slow the rhythm is played.

- The numbers alongside the sliding control represent the approximate tempo.

Variation

When the **DRUMS** button of the **VARIATION** section is on, additional percussion sounds are included in the rhythm and/or the rhythm pattern changes slightly.

- For some rhythms, a different pattern is produced with the **BASS & ACCOMP 1** (or **2**) and **3** (or **4**) buttons.

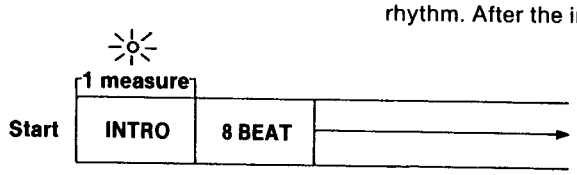


Fill in & Intro

This feature lets you use a one-measure drum solo (or "fill") as an introduction to a song, or to connect different sections of a song. Using the **8 BEAT** rhythm, let's see how this works.

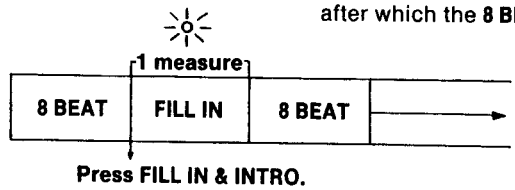
As an intro (introduction):

1. Press **8 BEAT**.
2. Press **FILL IN & INTRO**—the indicator lights up.
3. Start the rhythm (press **START/STOP**). You'll hear the drums start with the intro and continue on to the **8 BEAT** rhythm. After the intro, the indicator goes out.



As a fill-in:

1. Press **8 BEAT**.
2. Start the rhythm.
3. Whenever you want the "drummer" to "fill in", press **FILL IN & INTRO**—the fill in is immediately played for one measure, after which the **8 BEAT** rhythm resumes.



Ending

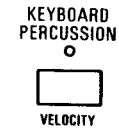
If this button is pressed at the end of a rhythm tune, one measure of the ending pattern will sound, and then the rhythm will stop.

- The ending patterns for the bass and chords of the **AUTO PLAY CHORD** (explained later) are also produced by pressing this button.

One Touch Play

If this button is pressed, the appropriate tone and effect registration for the rhythm chosen are automatically set. Therefore, immediate play is possible if a rhythm is selected and this button is pressed for several seconds until the panel indicators change.

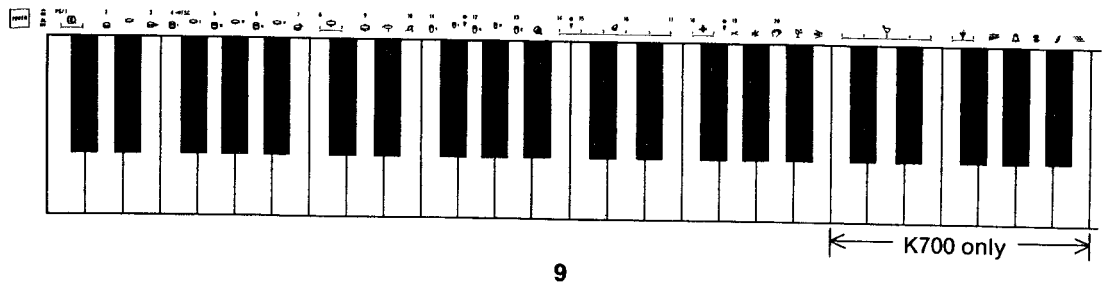
⑩ Keyboard Percussion



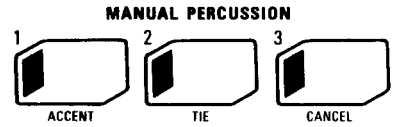
Press the **KEYBOARD PERCUSSION** button on to turn your keyboard into a whole band of percussive instruments and other special sounds.

- When **KEYBOARD PERCUSSION** is turned on, the tones selected by the **CONDUCTOR** are not available. When the keyboard percussion is used, the rhythm (if on) changes to a hi-hat and bass drum sound only. The normal rhythm sound resumes when the **KEYBOARD PERCUSSION** is turned off.
- The volume of the **KEYBOARD PERCUSSION** section is controlled by the **DRUMS** buttons of the **BALANCE** section.

<Percussive keyboard>



⑪ Manual Percussion (K700 only)



ENGLISH

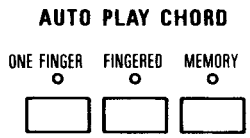
A percussive sound from the **KEYBOARD PERCUSSION** can be stored in each of the **MANUAL PERCUSSION** buttons **1**~**3**, and then can be recalled during the performance by pressing the button.

<**Procedure**>

1. Press the **KEYBOARD PERCUSSION** button to turn it on.
2. Press one of the **MANUAL PERCUSSION** buttons for about 2 seconds, and while keeping the button pressed, select the desired percussive sound by pressing the appropriate key on the keyboard.
3. Two more percussive sounds can be stored in the remaining two **MANUAL PERCUSSION** buttons.

- The **MANUAL PERCUSSION** button sounds can be played whether the **KEYBOARD PERCUSSION** button is on or off.

⑫ Auto Play Chord



Simply by playing a chord on the keyboard, the **AUTO PLAY CHORD** function automatically plays the chord (**ACCOMP**) and bass voices (**BASS**) matched to the rhythm.

The keyboard is automatically split; the left keyboard is used to determine the chords, and the right keyboard is used to play the melody.

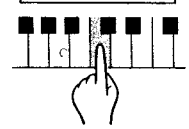
- If **BASS** only was selected by the **CONDUCTOR**, when the keyboard is automatically split, the right part produces **POLY** tones.

■ **With rhythm stopped**...The **ACCOMP** and **BASS** of the specified chord sound.
The tones become those selected when storing the **ACCOMP** and **BASS** parts of the **SEQUENCER** (explained later) or the **BASS** tones you selected when **BASS** was specified with the **CONDUCTOR** buttons.

■ **With rhythm started**...The **ACCOMP** and **BASS** of the specified chord become the automatic accompaniment in tones matching the rhythm.

Choose from two modes by pressing either the **ONE FINGER** button or the **FINGERED** button.

ONE FINGER



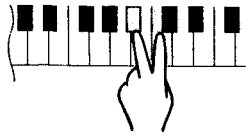
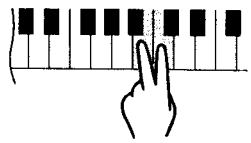
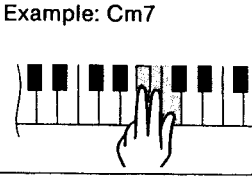
When only one key on the left section of the keyboard is pressed, the major chord and bass note of the depressed root note sound as the automatic accompaniment.

FINGERED

When a chord is played on the left keyboard, the chord and its bass note become the automatic accompaniment.

- In the **ONE FINGER** mode, **POLY** cannot be selected by the [L] **CONDUCTOR**.

■ With the **ONE FINGER** mode, when one key is pressed, the major chord sounds. However, minor, seventh and minor seventh chords can also be produced.

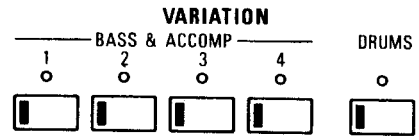
minor chord	seventh chord	minor seventh chord
Play the chord key plus a black key to the left of it.	Play the chord key plus a white key to the left of it.	Play the chord key plus one black key and one white key to the left of it (within five notes of the chord key).
Example: Cm 	Example: C7 	Example: Cm7 

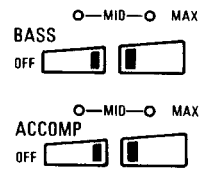
- With the **MEMORY** button on, the **BASS** and **ACCOMP** continue to sound in the specified chord until another chord is played.

■ **Pattern and Volume**

Four different accompanying patterns can be selected with the **BASS & ACCOMP** buttons in the **VARIATION** section. Adjust the **BASS** and **ACCOMP** volumes with their respective **BALANCE** buttons.

- The **1** and **3** buttons produce rhythmic patterns, and the **2** and **4** buttons produce melodic patterns.
- For the **MARCH/COUNTRY** rhythm, **VARIATION** buttons **1** and **2** produce **MARCH** rhythms, and buttons **3** and **4** produce **COUNTRY** rhythms.





■ **Chords that can be determined**

For each note, the following chords can be determined.

C, C7, CM7, Caug, Cm, Cm7, Cdim7, Cm7♭5, CmM7, C7sus4

■ **About the Break Function**

When the **ONE FINGER** or **FINGERED** and **SYNCHRO & BREAK** buttons are turned on and the **MEMORY** button is turned off, the rhythm is heard while pressing the keys on the left keyboard. If the hand is removed, the rhythm will stop. Press the keys again and the rhythm will start from the first beat.

ENGLISH

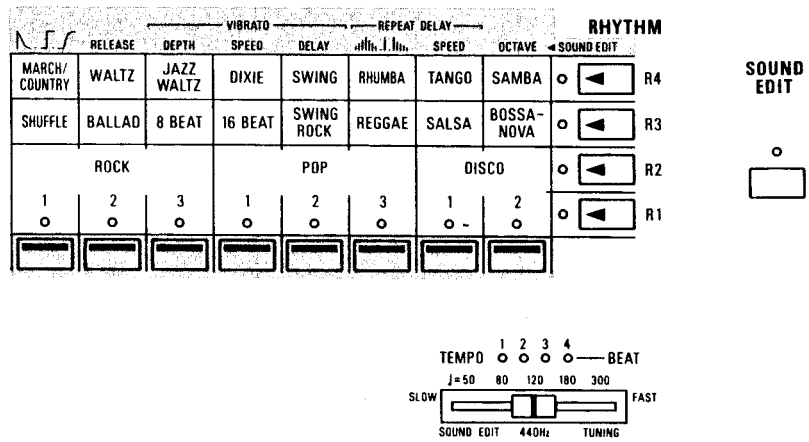
PRACTICAL APPLICATIONS

It is advised that you be familiar with the functions described up to this point and can set tones, effects and rhythms smoothly before you attempt to use the functions explained in the following sections.
This part describes the storage funetions incorporated in your PCM Keyboard, including how to modify preset tones with the **SOUND EDIT** feture, how to use the **COMPOSER** to create original rhythm patterns (K700 only), and recording your performance with the **SEQUENCER**.

ENGLISH

Part IV Storage functions

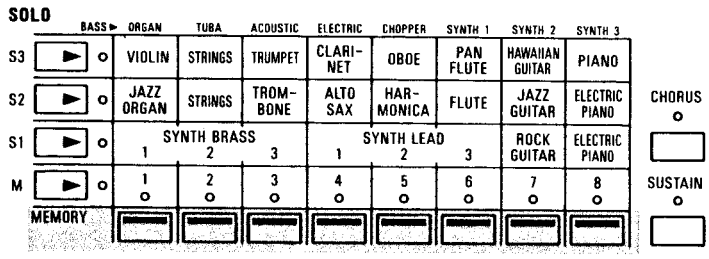
⑬ Sound Edit

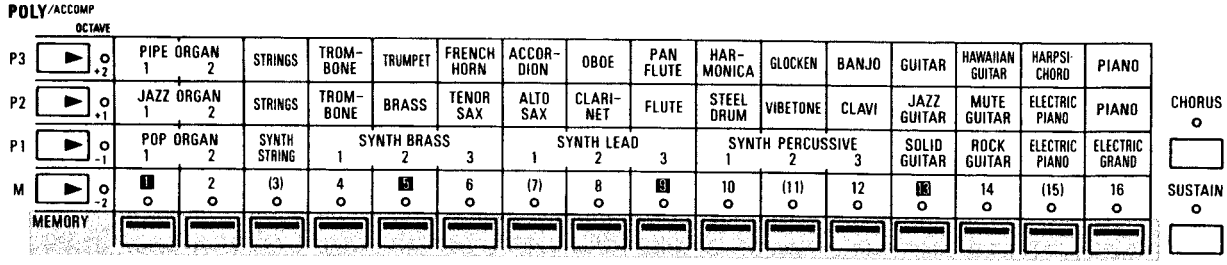


The **SOUND EDIT** feature allows you to take **POLY** and **SOLO** preset sounds, modify them and then store the edited versions in the memory buttons for instant recall.

1. Select the preset sound to be edit with the **CONDUCTOR** buttons and **POLY** or **SOLO** buttons.
2. Press the **SOUND EDIT** button to turn it on. Its indicator flashes.
3. The 8 parameters which can be edited are shown across the top of the **RHYTHM** section. Press the appropriate button for the parameter you want to edit.
4. Now, while playing the keyboard, use the sliding **TEMPO** control to alter the characteristic of the tone until it sounds right to you.
5. You may repeat steps **3** and **4** to select and modify any of the other parameters as desired.
6. Store the edited version in any of the **MEMORY** buttons in the **POLY** or **SOLO** section.

- When a **MEMORY** button is pressed to store the edited tone, the **SOUND EDIT** mode is automatically cancelled.
- Edited **POLY** and **SOLO** tones can be stored in either the **POLY** memory buttons or **SOLO** memory buttons. However, if for example an edited **POLY** sound is stored in a **SOLO** memory button, when that memory button is selected, the number of notes that sound will be the same as for any other **SOLO** sound, and vice versa.
- While using the **SOUND EDIT** function, the octave may shift, depending on the tone.

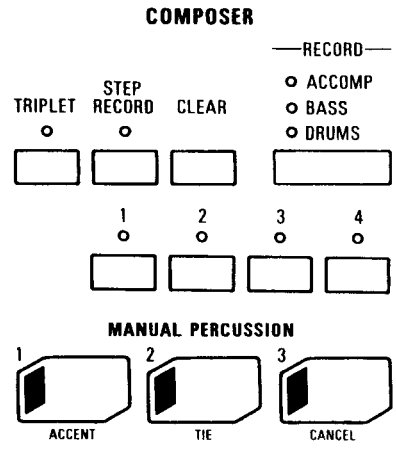




Edit parameters

Parameter		Remarks
(Envelope)		When the sliding **TEMPO** control is at the: **left:** the attack and release is percussive. **center:** the attack is immediate and the volume is maintained as long as the key is pressed. **right:** the attack is slower but the volume is maintained when it reaches its maximum.
RELEASE (when the **SUSTAIN** is off)		Move the sliding **TEMPO** control to the right for a longer sustained note.
VIBRATO	**DEPTH**	Move the sliding control to the right for increased depth.
	SPEED	Move the sliding control to the right for a faster vibrato.
	DELAY	Move the sliding control to the right to prolong the vibrato delay.
REPEAT DELAY	(Envelope)	When the sliding **TEMPO** control is at the: **left of center (pattern):** the length of the repeat time is adjustable within this range. **center:** repeat delay is off. **right of center (pattern):** the length of the repeat time is adjustable within this range.
	SPEED	Move the sliding control to the right for a faster repeat speed.
OCTAVE SHIFT		When the sliding **TEMPO** control is at the: **left:** the sound is lowered by one octave. **center:** no change. **right:** the sound is raised by one octave.

⑭ Composer (K700 only)



With the **COMPOSER** you can create original rhythms, or you can edit preset rhythms as desired. Then store up to four of your creations in buttons **1**~**4** for instant recall.

Choose from two methods when creating new patterns. Use the metronome to record your rhythms in real-time, or store each note one step at a time using the **STEP RECORD** function.

In the **COMPOSER** section, the three parts comprising the rhythm—**DRUMS**, **BASS** and **ACCOMP**—are selected with the **RECORD** button and added one at a time.

Although you may choose to store only one or two parts in the **COMPOSER**, the **BASS** and **ACCOMP** parts should be stored if using the **AUTO PLAY CHORD** feature.

Here is what the parts of the **COMPOSER** do:

RECORD: Press this button and the part whose indicator is flashing is available for storing. Each time the button is pressed, the part available for storing changes.

CLEAR: When this button is pressed, the contents of the part whose indicator is flashing are cleared.

STEP RECORD: When storing with this button on, notes can be input one step at a time.

TRIPLET: Use when storing triplets.

1~**4:** Store four of your original patterns in these buttons for instant recall.

ACCENT: Use to add an accent at a specific point in the rhythm.

TIE: Press this button to make a continuous sound (tie) when inputting with the **STEP RECORD**.

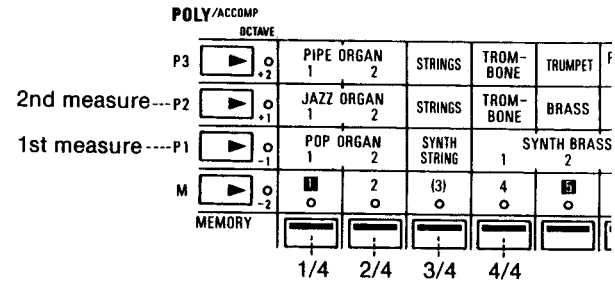
CANCEL: Use this button to delete the pattern of a specific instrument from the **DRUMS** part, or to delete specific portions (notes) from the **BASS** or **ACCOMP** part.

Storing in the real-time mode

A repeating two-measure pattern is stored by playing in real-time on the keyboard.

I. Setting up to store the rhythm pattern

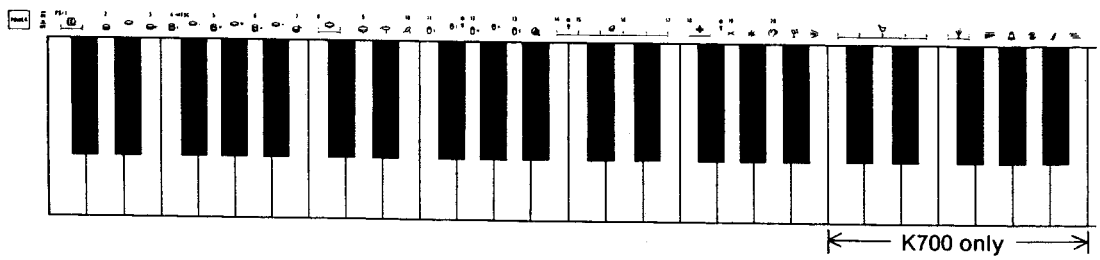
1. Press the **RECORD** button in the **COMPOSER** section. The indicators flash.
2. Press one of the buttons **1**~**4** in which you will store your new rhythm pattern. The indicators for all three parts and for the selected button flash slowly.
3. When creating a new rhythm pattern, all parts of a previously stored rhythm in the selected number button can now be deleted by pressing the **CLEAR** button.
4. Press the **TRIPLET** button if you wish to form a triplet pattern.
5. **Specifying the time**
   The **POLY** buttons **P1**, **P2**, and **1**~**4** are used to specify the time. Press the **P1** button. Then press one of the **POLY** buttons **1**~**4** to specify the time (refer to the figure). For example, press **4** to specify 4/4 time.



- If you wish to specify a different time for the second measure, press **P2** on and then specify the time with the **POLY** buttons **1**~**4**.
- For example, if 3/4 time is specified for the first measure and 2/4 time is specified for the second measure, the time becomes 5/4 time.

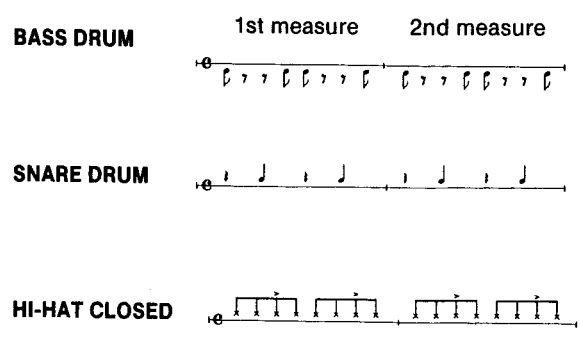
II. Storing the DRUMS part

1. Press the **RECORD** button in the **COMPOSER** section. The other part indicators go out and only the **DRUMS** indicator flashes slowly. The metronome starts. (If the **DRUMS** part has not been cleared, any previously stored **DRUMS** rhythm can also be heard.)
   - Any contents stored in the **DRUMS** part can be deleted by pressing the **CLEAR** button.
2. Play the desired percussive keys on the keyboard in time with the metronome for two measures.
   - You can press the **STEP RECORD** button instead for step-by-step input. (See "Storing with the step record function" on page 16.)



- You can distinguish the 1st measure from the 2nd measure by the metronome sound. The first beat of the 1st measure is higher than the first beat of the 2nd measure. Also, the **R1** indicator (in the **RHYTHM** section) is lit during the 1st measure, and the **R2** indication during the 2nd measure.
- If you play a percussive key while pressing the **ACCENT** button, an accent is added at that point.
- If you press a percussive key while pressing the **CANCEL** button, that instrument will be deleted for both measures of the pattern.
- Up to five instruments can sound with the same timing. However, if **BACK GROUND SOUND** and/or **MANUAL PERCUSSION** is played with the **COMPOSER** during performance, the number of **DRUMS** instruments that sound becomes less.
- The smallest note unit that can be selected and stored for each instrument is a sixteenth note.
- Storage in real time is done according to the timing you press the buttons, but if the timing should not conform to the minimum unit of sixteenth notes, it will be corrected to the nearest sixteenth note and stored.

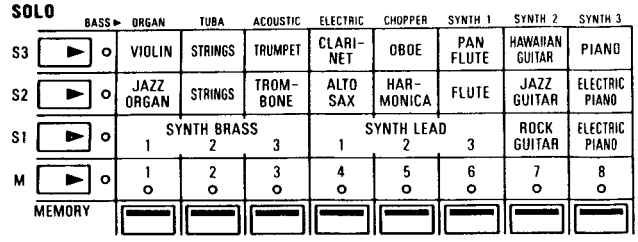
Store the following example:



III. Storing the BASS part

1. Press the **RECORD** button in the **COMPOSER** section. The **DRUMS** indicator goes out and the **BASS** indicator flashes slowly. In addition to the metronome and the **DRUMS** pattern just stored, any previously stored **BASS** and **ACCOMP** patterns now sound.
   - If you wish to delete all the previously stored **BASS** part, press the **CLEAR** button.
2. Select the **BASS** tone with the buttons in the **SOLO·BASS** tone section.
3. Play two measures of the **BASS** pattern on the keyboard.

- The **BASS** pattern can be played on the entire keyboard, regardless of the indicated split point. However, those notes played on C4 or higher will sound in a lower octave.
- You can press the **STEP RECORD** button instead for step-by-step input. (See "Storing with the step record function" on page 16.)
- Play the **BASS** pattern for two measures to store it. Then, as the two-measure pattern is repeated, you can play the keyboard to add notes to the pattern. The final version of the **BASS** pattern is the one that is stored.
- If a key is played while the **ACCENT** button is pressed, the note is accented.
- If the **ACCENT** button is pressed afterwards, an accent is added at that point.
- When the **CANCEL** button is pressed, the stored portion will be deleted as long as the button is pressed.



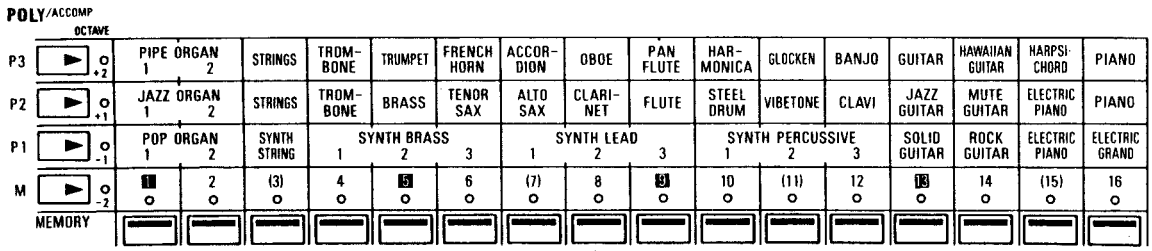
Select the **BASS** tone (indicated in the top row) with these buttons.

Here is what you play:

BASS part

IV. Storing the ACCOMP part

1. Press the **RECORD** button in the **COMPOSER** section. The **BASS** indicator goes out and the **ACCOMP** indicator flashes slowly. In addition to the patterns stored for the **DRUMS** and **BASS** parts, any previously stored **ACCOMP** pattern now sounds.
   - If you wish to delete all the previously stored **ACCOMP** part, press the **CLEAR** button.
2. Select the **ACCOMP** tone with the buttons in the **POLY/ACCOMP** tone section. Select any of the preset **POLY** tones or tones stored in the memory buttons with buttons **M**~**P3** and number buttons **1**~**16**.



3. Play two measures of the polyphonic **ACCOMP** pattern on the keyboard.
   - Up to 4 notes can sound at the same time.
   - You can press the **STEP RECORD** button instead for step-by-step input. (See "Storing with the step record function" on page 16.)

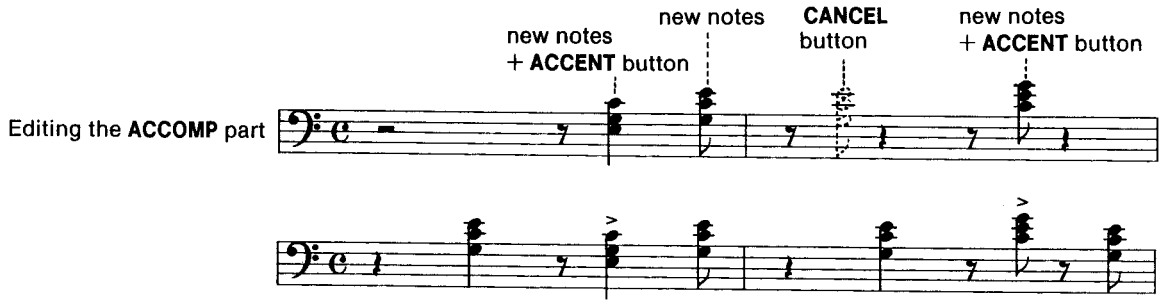
- Play the **ACCOMP** pattern for two measures to store it. Then, as the two-measure pattern is repeated, you can play the keyboard to add notes to the pattern. The final version of the **ACCOMP** pattern is the one that is stored.
- If the keyboard is played while the **ACCENT** button is pressed, an accent is added at that point.
- The **ACCENT** button can be pressed afterwards to specify an accented note.
- When the **CANCEL** button is pressed, the stored portion will be deleted as long as the button is pressed.

Here is what you play:

ACCOMP part

ENGLISH

Let's add to the pattern stored so far.



- The minimum note unit that can be stored for the **BASS** and **ACCOMP** parts is a sixteenth note. However, depending on the speed with which the keys are released, two types of note lengths (such as staccato) are storable.

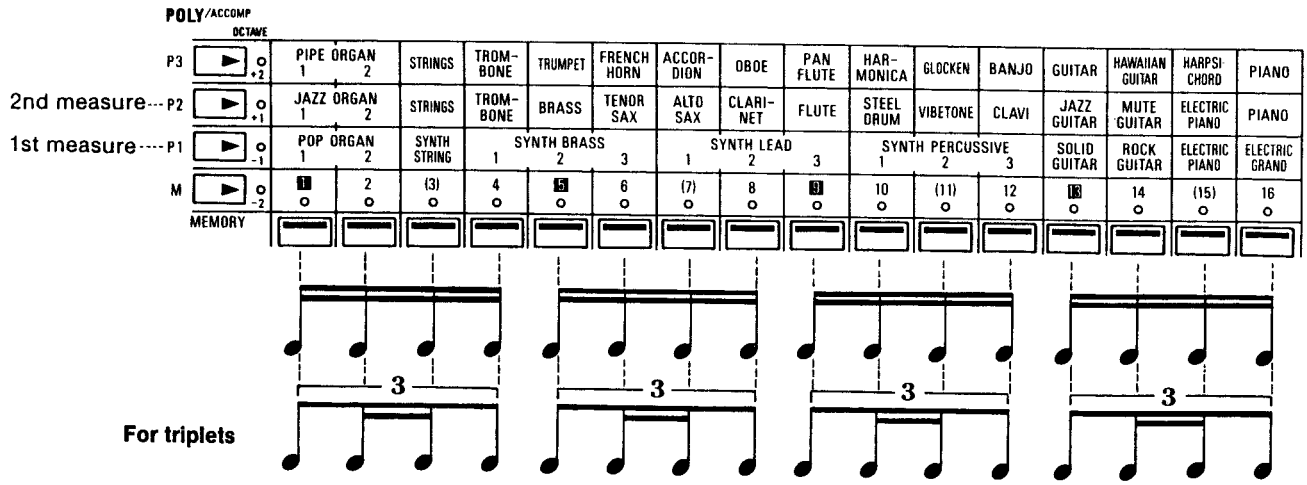
V. Finish storing the rhythm

When all the parts to the pattern have been stored as desired, press the **RECORD** button of the **COMPOSER** once again to complete the storage operation.

Storing with the STEP RECORD function

When storing the three parts of the rhythm in real-time, the **STEP RECORD** button can be pressed at any time to select step-by-step input.

The rhythm pattern is stored using the **1~16** buttons in the **POLY** tone section.



I. Storing the DRUMS part

■ **Storing the first measure**

1. Press the **P1** button on.
2. While pressing the desired percussive key on the keyboard, press the appropriate buttons **1~16** in the **POLY** tone section to make the rhythm pattern you want for that sound.
   - The percussive instrument sounds only on the beats (steps) designated by the pressed number buttons, and does not sound on the beats of the buttons which were not pressed.
3. You may add other instruments to the first measure by pressing other percussive keys and "step" buttons **1~16**.
   - With the **ACCENT** button kept pressed, you may press a number button **1~16** to add an accent on the selected beat.

■ **Storing the second measure**

1. Press the **P2** button on.
2. Store the sounds and steps with **POLY** buttons **1~16**, as you did for the first measure.

II. Storing the BASS and ACCOMP parts

■ **Storing the first measure**

1. Press the **P1** button on.
2. While pressing the desired key on the keyboard, press the appropriate buttons **1**~**16** in the **POLY** tone section to make the pattern you want for that note.
3. Add accents and ties.

- Sustained notes are stored only for the steps specified with the **TIE** button.
- Tones cannot be selected when in the **STEP RECORD** mode. If you wish to change the tone, do so after returning to the real-time mode.

■ **Storing the second measure**

1. Press the **P2** button on.
2. Store the notes and steps with **POLY** buttons **1**~**16**, as you did for the first measure.

Example: Let's store the following bass pattern.

To store the notes:

1. Press the **P1** button on.
2. While pressing the C key, press the **POLY** tone buttons, **1**, **3**, **6**, **7**, **8**, **9**, **12** and **16** (in any order).
3. While pressing the next higher C key, press **POLY** button **4**.
4. While pressing the F key, press **POLY** button **13**.
5. While pressing the G key, press **POLY** button **14**.
6. While pressing the B key, press **POLY** button **15**.

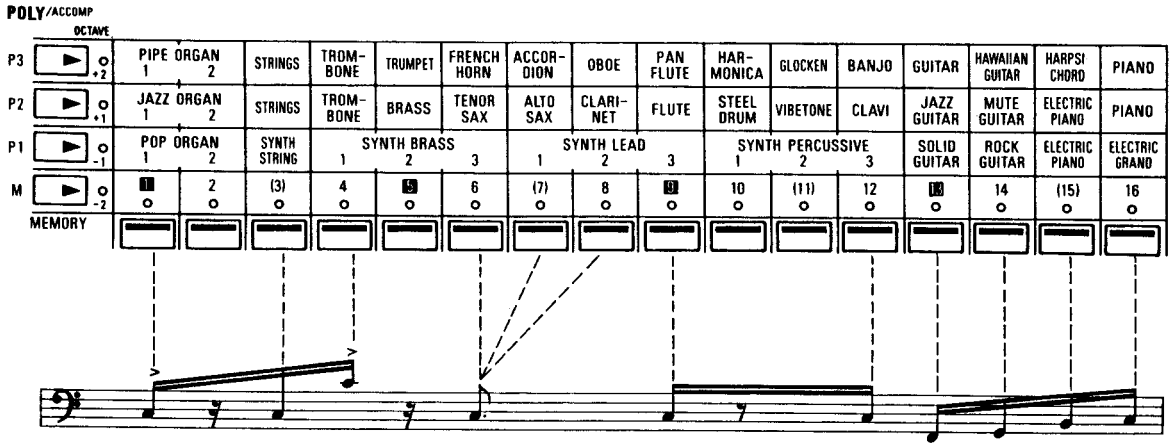
■ **Accented notes**

7. While pressing the **ACCENT** button, press **POLY** buttons **1** and **4**.

■ **Tied notes**

8. While pressing the **TIE** button, press **POLY** buttons **6** and **7**.

- Now press the **P2** button on and store the second measure in the same way.



Editing a preset rhythm pattern

The editing feature of the **COMPOSER** allows you to modify any of the 32 factory-preset rhythms or even your original rhythms, and then store the new patterns in the four **COMPOSER** buttons.

1. Select the rhythm to be modified with the **RHYTHM** selector buttons or the **COMPOSER** buttons **1**~**4**.
2. Press the **RECORD** button in the **COMPOSER** section.
3. Press one of the **COMPOSER** buttons **1**~**4** in which to store the modified rhythm pattern. The selected rhythm is now recalled. The indicators of the three rhythm parts flash slowly.
4. Press the **RECORD** button 1, 2 or 3 times so that only the indicator for the part you wish to edit is slowly flashing. For example, if you want to modify the **BASS** part, press the **RECORD** button two times.
5. You can clear the part and begin storing it from the beginning, or you can edit the part without clearing it.

- Press the **CLEAR** button ONLY if you wish to delete all of the pattern for the selected part and store a new pattern from the beginning.

6. If desired, use the **RECORD** button to select other parts to modify.
7. When you have completed making the modifications, press the **RECORD** button the number of times required for all three part indicators to go out. The modified version of the rhythm pattern is now stored in the specified **COMPOSER** button.

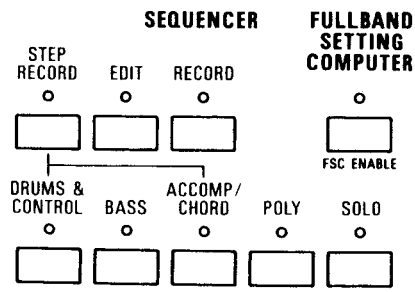
■ **Note regarding modification of preset rhythm patterns**

The minimum note length for the preset patterns is smaller than that for patterns you store in the **COMPOSER**. Therefore, preset rhythms which are stored in the **COMPOSER** buttons may have a somewhat different nuance.

Summary of COMPOSER functions

Each time the **RECORD** button is pressed...	Edit/record function is turned on.	Store the **DRUMS** part (metronome starts).	Store the **BASS** part.	Store the **ACCOMP** part.	Storage is ended.
Indicators **ACCOMP** **BASS** **DRUMS**	☼ ☼ ☼	○ ○ ☼	○ ☼ ○	☼ ○ ○	○ ○ ○
Storing (in real-time)	• Press a **COMPOSER 1~4** button. • Press **TRIPLET**, as required. • Specify the time.	• Play the keys (percussive) to store the rhythm. • Add **ACCENT**, as required.	• Select the tones with the **SOLO·BASS** tone buttons. • Play the keyboard to store the **BASS** pattern.	• Select the tones with the **POLY/ACCOMP** tone buttons. • Play the keyboard to store the **ACCOMP** pattern.	
		Turn the **STEP RECORD** button on for any part to store step-by-step.			
CLEAR button	All parts are cleared.	The **DRUMS** part only is cleared.	The **BASS** part only is cleared.	The **ACCOMP** part only is cleared.	
CANCEL button		While pressing the **CANCEL** button, press a percussive key; that instrument only will be cleared.	The sound is cleared for as long as the **CANCEL** button is pressed (when storing in real-time).		

⑮ Sequencer



The **SEQUENCER** stores your entire performance—melody and accompaniment, tone and effect changes, even changes in the rhythm—for completely automatic playback whenever you desire.

The performance can be stored in five separate parts: **SOLO, POLY, ACCOMP/CHORD, BASS** and **DRUMS & CONTROL.**

- For the **SOLO, POLY, ACCOMP/CHORD** and **BASS** parts, in addition to the performance, changes in tone, **CHORUS** (except for **BASS**), **SUSTAIN, FILL IN & INTRO, START/STOP, ENDING** and **BALANCE** control settings are also stored.

■ SOLO
Store the performance of the **SOLO** part in the selected tones.

■ POLY
Store the performance of the **POLY** part in the selected tones.

■ ACCOMP/CHORD
Store the performance of the accompaniment in the tones selected from the **POLY/ACCOMP** tone section.
- You can also use the **SEQUENCER**'s **STEP RECORD** feature to store the chords step-by-step.

■ BASS
Store the performance of the bass part in the tones selected from the **BASS** part of the **SOLO·BASS** section.

■ DRUMS & CONTROL
You can store the changes in the **KEYBOARD PERCUSSION, MANUAL PERCUSSION** (K700) and rhythm.
- The rhythm changes can also be stored with the **STEP RECORD** function.
- All panel settings other than **TRANSPOSE, MAIN VOLUME, TEMPO, ONE TOUCH PLAY** and **SEQUENCER** are stored in this part.

Let's store the following music.

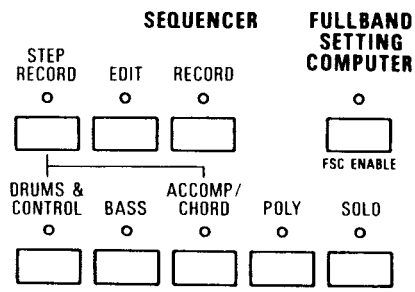
Registration:

SOLO...SYNTH LEAD 3 **POLY...VIBETONE** **RHYTHM...POP 2**
TEMPO...♩=120 **ACCOMP...POP ORGAN 2** **BASS...SYNTH 1**

Getting ready to play

Set the tones and effects, rhythm, etc. before starting to play.

- If adding an **INTRO**, turn on the **FILL IN & INTRO** button.
- Set the tones for the **ACCOMP** and **BASS** parts in step **3** below.



Storing each part (multiplex storage)

1. Press the **RECORD** button in the **SEQUENCER** section. Its indicator flashes.

2. Press the **SEQUENCER** button for the part you wish to store first (for example, the **BASS** button). The indicator for the part flashes slowly.

3. Set the tones and effects for the selected part.

4. Now play the part, and it is stored as you play it.
- When the rhythm is not used, do not press the rhythm start. The rhythm can be started and stopped any time during the performance, as desired.
- The rhythm tempo can be freely adjusted during playback of the performance.
- The tones and effects can also be freely changed any time before or during playback of the performance.

5. When you have finished playing the part, press the **SEQUENCER** button for the next part to be stored (for example, **ACCOMP/CHORD**). The indicator of the selected part will flash slowly.
- The rhythm will stop automatically.
- At this time, confirm that the indication for the part already stored is still lit.
- Instead of pressing the button for the next part in step **5**, you could press the **RECORD** button to end the storage process. Even in this case, however, you can press **RECORD** again, press the button for another part to store (its indicator will flash), and continue storing in the **SEQUENCER**.

6. Press the **START/STOP** button. The part(s) already stored will be played, and you can play in time with it to store the next part.
- Use the **START/STOP** button to start playback of the already-stored part(s), even for a song which has no rhythm.
- If you wish to end a part before the end of the song, you do not have to wait until the entire song has been played back. You can press the button to record the next part at any time, but in this case, do not stop the rhythm.

7. Repeat steps **5** and **6** to store the remaining parts, if desired.

8. When you have finished storing all the parts, press the **RECORD** button again to turn it off.

For Automatic Performance of the Stored Contents

1. Press the **SEQUENCER** button(s) for the part(s) you wish to perform automatically.
- Make sure that only the **SEQUENCER** indicators for the parts you wish to perform automatically are lit. (If the **SEQUENCER** indicator for another part is turned on, the wrong melody may be played or the rhythm may stop during performance.)
- If a memory card is not inserted, instead of pressing the **SEQUENCER** buttons, you can press the **FULLBAND SETTING COMPUTER** button to turn it on and then press the **PS/1** key. In this case, **TRANSPOSE** and **TEMPO** are also set.

2. Press the **START/STOP** button to begin the automatic performance.

Advanced Applications

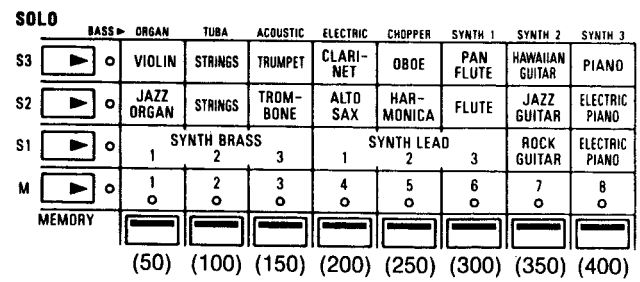
Storage capacity

- The storage capacity is as follows:

Part	Notes
SOLO	450
POLY	1000
BASS	300
ACCOMP/CHORD	500
DRUMS & CONTROL	130

- Data such as tone changes etc. can be stored per part, but will reduce the storage capacity accordingly.

- **How to count the number of notes**
  The cycle of one key being pressed and released is counted as one note.
- As the storage capacity decreases, the **SOLO** indicators flash to show the remaining capacity (indicated in parentheses below). When the capacity is exceeded, all of the eight **SOLO** indicators flash.



- The rhythm tempo can be freely adjusted during playback. Therefore, you may store contents by playing the keyboard slowly.
- If new songs are stored over songs already stored, the previously stored songs are cleared.

Storing two or more parts at the same time

For example, if all five parts are stored at the same time, **CONDUCTOR** settings, tone settings and **RHYTHM** patterns are all stored with your performance.

1. Press the **RECORD** button in the **SEQUENCER** section. Its indicator flashes.

2. Press the **SEQUENCER** buttons one at a time for the parts you wish to store. The indicators flash slowly.

3. Set the beginning tones and effects before starting to play.

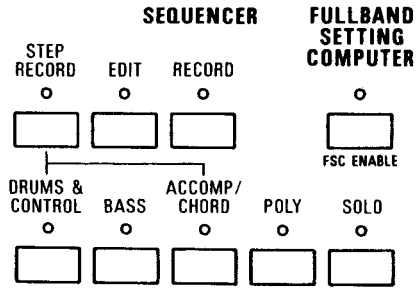
4. Play.
- Keyboard sounds are produced according to the **CONDUCTOR** settings and **KEYBOARD PERCUSSION** button on/off state.

> - When storing the **SOLO**, **BASS** or **POLY** part, select the respective part on the **CONDUCTOR** before selecting the tones.
> - When storing the keyboard percussion in the **DRUMS & CONTROL** part, turn on the **KEYBOARD PERCUSSION** button.

- Chords are stored in the **ACCOMP/CHORD** part only if the **ONE FINGER** or **FINGERED** button of the **AUTO PLAY CHORD** is on.

5. When the performance is over, press the **RECORD** button to turn it off.

How to use the EDIT function



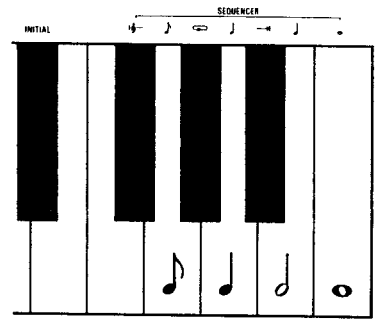
You can alter a performance stored in real-time, starting the edit at any point and continuing to the end.

1. If you wish to edit one part of the **SEQUENCER** while listening to other parts, turn on the **SEQUENCER** buttons for the other parts so you can hear them played back.
2. Press the **EDIT** button on. Its indicator flashes.
3. Press the **SEQUENCER** button on for the part you wish to modify. The indicator flashes slowly (flash-on time is longer than flash-off time).
4. Press the **START/STOP** button. Playback of the part to be edited begins along with the other parts.
5. Listen until the playback reaches the part you wish to modify. As long as you do not play the keyboard or make changes in the effect, tone or rhythm sections the part will remain unchanged in the **SEQUENCER**. The edit portion begins when you start to play the keyboard or make changes in the effects, tones or rhythm, and at this time until the end of the performance, the indicator flashes slowly.
   - If you begin to edit but do not continue to play the keyboard to the end of the playback, the unplayed portion of that part following the edit point will be blank. Once the edit begins, you must continue to play to the end of the performance, also making any desired changes in tone, effect and rhythm.
6. When edit is completed, press the **EDIT** button to turn it off.

Storing with the step function

The **ACCOMP/CHORD** part and **DRUMS & CONTROL** part can be stored using the **STEP RECORD** function of the **SEQUENCER**.

In addition to the **SEQUENCER** buttons, the seven rightmost keys of the keyboard are used for storing with the step method.



Note keys

𝅝 : Press to store a whole note.
𝅗𝅥 : Press to store a half note.
♩ : Press to store a quarter note.
♪ : Press to store an eighth note.

Reset key

𝄋 : Press to begin storing from the beginning.

End key

—𝄋 : Press after all of the sequence has been stored (if automatic repeat playback is not desired).

Repeat key

⟲ : Press to complete storage and specify automatic repeat playback of the stored sequence.

ACCOMP/CHORD

Chord progressions and changes in the tone, effect and rhythm can all be stored in the **ACCOMP/CHORD** part.

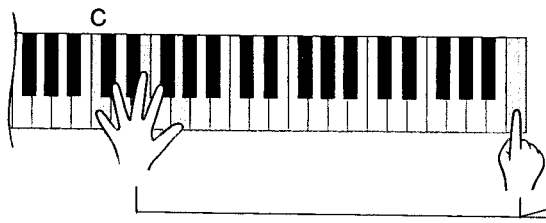
Store the following example:

1. Press the **STEP RECORD** button of the **SEQUENCER** section. Its indicator flashes.

2. Press the **ACCOMP/CHORD** button. Its indicator flashes slowly.
- If the **AUTO PLAY CHORD** function was not activated, the mode now changes automatically to the **FINGERED** mode of the **AUTO PLAY CHORD**.

3. Store one measure of a C chord.

Specify the chord — Specify the note unit



While holding down a C chord on the left part of the keyboard, press the ○ key, extreme right key of the seven edit keys, to specify a whole note (one measure of C chord).

- A "beep" will sound to indicate that the chord has been stored.
- If, while holding down a C chord, the ○ key is pressed two times, the C chord will be stored for two measures.

4. Store one measure of an F chord.
While holding down a F chord on the left part of the keyboard, press the ○ key, extreme right key of the seven edit keys, to specify a whole note (one measure of F chord).

5. In the same way, store one measure of G chord and one measure of C chord.

6. Press the —H key to end storage.
- If you want the sequence to be repeated automatically, instead of the —H key, press the ⊂▶⊃ key. (In the case of a 3-beat rhythm, if an intro is used or if the number of measures is an odd number, the timing will be off.)
- To insert an ending pattern, press the **ENDING** button instead of the —H key.

- To store the sequence again (redo) from the beginning, press the reset key 𝄞— and begin storing again from step 3.

Automatic performance of the stored chord sequence

1. Turn on the **ACCOMP/CHORD** button.

2. Select a rhythm and press the **START/STOP** button to start the rhythm. The stored chord sequence is automatically played back.

- If the **START/STOP** button is pressed during automatic performance, the playback of the rhythm and chord stops, and at the same time, the chord returns to the beginning of the sequence.
When the **START/STOP** button is pressed again, the chord playback starts from the beginning of the sequence.

Let's store voices, effects and rhythm!

Besides chord progressions, any changes in tone, effect and rhythm can also be stored in the **ACCOMP/CHORD** part.

■ **Before playing, set the registration.**
Before starting the storage procedure, (that is, before pressing the **STEP RECORD** button), set the beginning registration. If an introduction is desired, press the **FILL IN & INTRO** button on.

■ **Storing an intro**
Press the **FILL IN & INTRO** button on first. Next press the **STEP RECORD** button on and then select the part. At the beginning of the song, store a space (one measure) for the intro, either with or without chords.

- If a stored song with an intro section is played back without an intro, or if a stored song without an intro section is played back with an intro, the timing of the measures will be off during a repeat performance of the sequence.

■ **Storing tone, effects and rhythm**
Before storing a chord, press the buttons for the tone, effect and rhythm you want to store. This stores the selected tone, effect and rhythm at the beginning of the next measure. Storage continues until a different tone, effect or rhythm is specified.

■ **For FILL IN storage:**
After pressing the **FILL IN & INTRO** button on, press a note unit key and the fill-in will be stored.
After pressing the **FILL IN & INTRO** button on, if a note unit key is pressed while a chord is played, the chord and the fill-in will be stored together.

■ **For ending storage:**
To store an ending pattern, press the **ENDING** button at the end of the song. (The **STEP RECORD** button turns off.) If the **ENDING** button is pressed while the last chord of the song is being played, the ending pattern is added to the last chord.

- When the song is repeated, the last tone and rhythm of the song continue through the first tone of the second sequence. In order to specify the first tone of the second sequence, store the desired tone after the last chord is stored.

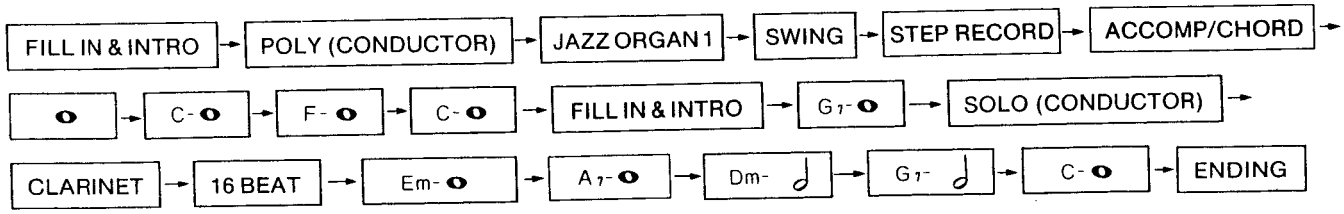
- Storing tone, effect and rhythm is counted as one note.

ENGLISH

- **Let's store the following:**

Chord		C	F	C	G7	Em	A7	Dm G7	C	
Fill in & intro, ending	INTRO				FILL IN					ENDING
Tone		POLY: JAZZ ORGAN 1				SOLO: CLARINET				
Rhythm		SWING				16 BEAT				

Store the sequence as shown below.



DRUMS & CONTROL

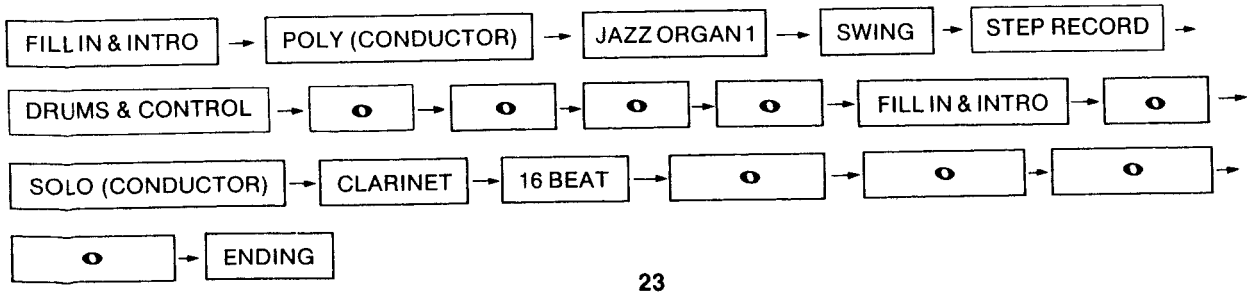
Changes in the tone, effect and rhythm can be stored in the **DRUMS & CONTROL** part.

The way to store is the same as when storing the **ACCOMP/CHORD** part, except that instead of pressing both a chord key and a note unit key, just a note unit key is pressed. (Chords cannot be stored in the **DRUMS & CONTROL** part.)

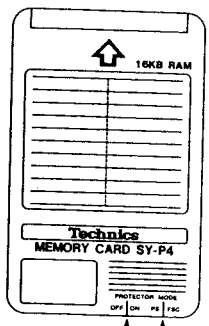
- **Let's store the following:**

Chord										
Fill in & intro, ending	INTRO				FILL IN					ENDING
Tone		POLY: JAZZ ORGAN 1				SOLO: CLARINET				
Rhythm		SWING				16 BEAT				

Store the sequence as shown below.



⑯ Optional Memory Card SY-P4



Your performances or registrations can be recorded on optional memory cards for storage.
These cards have two modes, **PS** and **FSC**, which can be selected with the **MODE** switch.

- Only one mode, **PS** or **FSC**, can be used per card.
- The slide control settings of **TRANSPOSE** and **TEMPO** are also recorded. If the slide controls are moved during playback, these effects will be changed to manual control.

MODE switch

PROTECTOR switch
Set to **ON** to avoid accidental erasure of stored data.

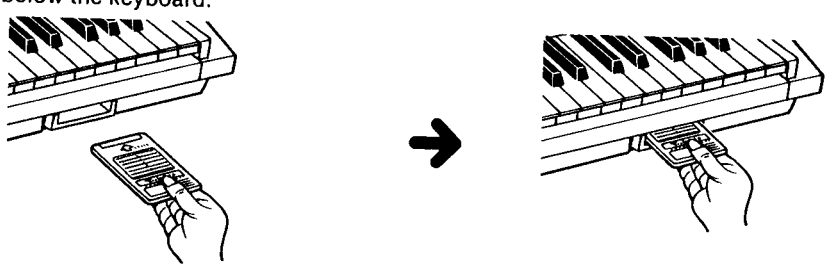
PS mode	One song's worth of performance data, including the entire contents of the **SEQUENCER** and **COMPOSER** (K700) (same storage capacity as the keyboard's internal memory)
FSC mode	Four songs' worth of performance data, including the contents of the **ACCOMP/CHORD** and **DRUMS & CONTROL** parts only of the **SEQUENCER**

PS mode

Storage

Performance data are first stored in the keyboard's memory, and then transferred to the memory card.

1. Preparing the memory card.
   1) Set the memory card's **MODE** switch to **PS** and the **PROTECTOR** switch to **OFF**.
   2) Insert the memory card securely into the slot on the right side directly below the keyboard.



2. If appropriate, perform **SOUND EDIT**, **COMPOSER** (K700 only), etc. procedures.
3. Store the performance data in the keyboard's memory. (Refer to section ⑮ Sequencer.)
4. Transfer the contents of the keyboard's memory to the memory card.
   1) Press the **RECORD** button of the **SEQUENCER** section. Its indicator will flash.
   2) Press the **FULLBAND SETTING COMPUTER** button. The indicator will flash slowly.
   3) Press the white **PS/1** key.

Playback

1. Insert the memory card with the stored performance data into the slot.
2. Turn on the **FULLBAND SETTING COMPUTER** button.
3. Press the white **PS/1** key. (Memory card contents are now loaded into the keyboard's internal memory.)
4. Press the **START/STOP** button. The stored song will be played back automatically.

- Performing these procedures changes the keyboard memory contents to the data stored on the memory card.

Copying a memory card

You can copy the contents of a memory card onto another memory card by loading the card contents into the keyboard memory, inserting a blank memory card, and then performing storage procedures. Note, however, that some manufacturer's pre-recorded memory cards cannot be copied.

FSC mode

Using the **FULLBAND SETTING COMPUTER**, four selections of registration data (tones, effects, rhythms and their combinations) including the contents of the **ACCOMP/CHORD** and **DRUMS & CONTROL** parts of the **SEQUENCER** can be stored and easily recalled as required.

■ You can store
- Button settings on the panel
- **VOICE SETTING COMPUTER** contents
- **MEMORY** button contents
- **MANUAL PERCUSSION** settings (K700)
- Contents of the **ACCOMP/CHORD, DRUMS & CONTROL** parts of the **SEQUENCER**

Storage

1. Set the memory card's **MODE** switch to **FSC** and the **PROTECTOR** switch to **OFF**.
2. Securely insert the memory card into the slot on the right side below the keyboard.
3. If appropriate, perform **SOUND EDIT, SEQUENCER ACCOMP/CHORD** storage, etc., procedures.
4. Set tones, effects, rhythms, etc.
- If an intro is required, turn on the **FILL IN & INTRO** button.
5. Press the **RECORD** button.
6. Within 5 seconds press the **FULLBAND SETTING COMPUTER** button.
7. Within 5 seconds press any one of the white keys numbered **1** through **4**.

This stores registration data in the pressed white key.
- Similarly, data can be recorded in the remaining white keys.
- If this step is repeated for a white key already used for recording, the previous registration data is erased and replaced with new data.

Playback

1. Insert the memory card into the slot.
2. Press the **FULLBAND SETTING COMPUTER** button.
3. Press the white key that contains the registration data for the song to be played.

This completes the registration and/or chord progression data setting for the song to be played.

Precautions when using the memory card

■ The memory card includes electronic components such as ICs and should never be dropped or hit.
■ Do not touch the connector directly (with a pin or other pointed tool, for example).
■ Never try to disassemble the memory card.
■ Do not subject the memory card to extreme temperatures or humidity.
■ Never expose to or discard in fire.
■ Always store in the case when not in use.

- If the memory card's battery runs out, the stored contents will be cleared and new contents cannot be stored.
  If the battery runs out, please consult with your local dealer. There is a charge for having the battery replaced. At normal temperatures, the life of a new battery is about 3 years.
- Note that in the process of replacing the battery, the stored contents of the memory card are cleared. To preserve the contents of a memory card, first make a copy (in the keyboard's internal memory or in another memory card) before the battery is consumed. The battery can then be removed and replaced with a new one.

■ The memory card allows storage of your performance in either the **PS** mode or the **FSC** mode.
■ To perform the stored contents, be sure to use the mode in which they were stored.
- When the other mode is used, either the stored contents cannot be performed or the PCM Keyboard may not operate properly.

When the PCM Keyboard does not operate properly:
1. Press the **FULLBAND SETTING COMPUTER** button to turn it on.
2. Press the **INITIAL** key.

Medley mode

When set to the medley mode, the stored contents in the **SEQUENCER** are played back continuously.
1. Press the **RECORD** button in the **SEQUENCER** section. Its indicator flashes.
2. Press the **MODE SET (FILL IN & INTRO)** button. The indicator flashes slowly.
3. Press the **TECHNI-CHORD** button on.
4. Press the **RECORD** button again to turn it off.
- Press the **FULLBAND SETTING COMPUTER** button on, press the **PS/1** key, and the playback begins.
- The medley mode cannot be stored in the **SEQUENCER** and **FULLBAND SETTING COMPUTER**. When the power is turned off, the PCM Keyboard returns to the normal mode.

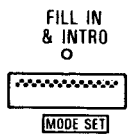
ENGLISH

⑰ Tuning

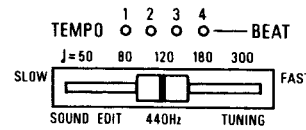
This function facilitates the adjustment of pitches when used for an ensemble with other instruments.

1. Press the **RECORD** button of the **SEQUENCER** section. The indicator flashes.

2. Press the **MODE SET** (**FILL IN & INTRO**) button. The indicator flashes slowly.



3. Adjust the pitch with the sliding **TEMPO** control (to the right to raise the pitch, to the left to lower it). The center position is 440 Hz.

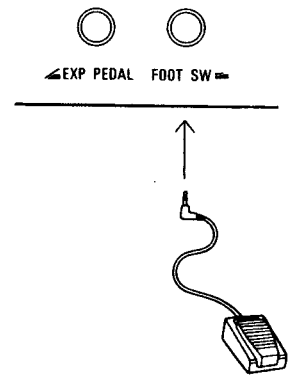


- The initial setting is 440 Hz.

4. Press the **RECORD** button again to turn it off.

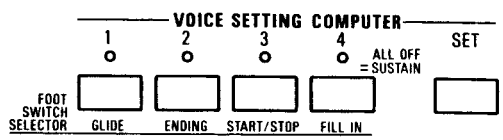
⑱ Optional Foot Switch

When the optional SZ-P1 Foot Switch is connected to the **FOOT SW** terminal, you can choose from among several functions to control by foot.



- **Functions that can be controlled by the Foot Switch**
  SUSTAIN on/off for the **POLY** part (initial setting of the foot switch)
  GLIDE control (When the Foot Switch is pressed, the key is lowered by about a half-tone; when released, it returns to normal.) (Glide does not work for some tones.)
  ENDING
  START/STOP
  FILL IN

1. Press the **RECORD** button of the **SEQUENCER** section. Its indicator flashes.
2. Press the **MODE SET** (**FILL IN & INTRO**) button. The indicator flashes slowly.
3. Select the function to control with the Foot Switch by pressing one of the **VOICE SETTING COMPUTER** buttons **1~4**.



- The Foot Switch becomes a **SUSTAIN** on/off switch if none of the **VOICE SETTING COMPUTER** buttons is turned on.

4. Press the **RECORD** button again to turn it off.

⑲ Options and Connections

This page shows the optional accessories that are available for your Technics keyboard. These can make your instrument more versatile and fun to play than it already is.

Also indicated are the many possible connections to the rear accessory panel.

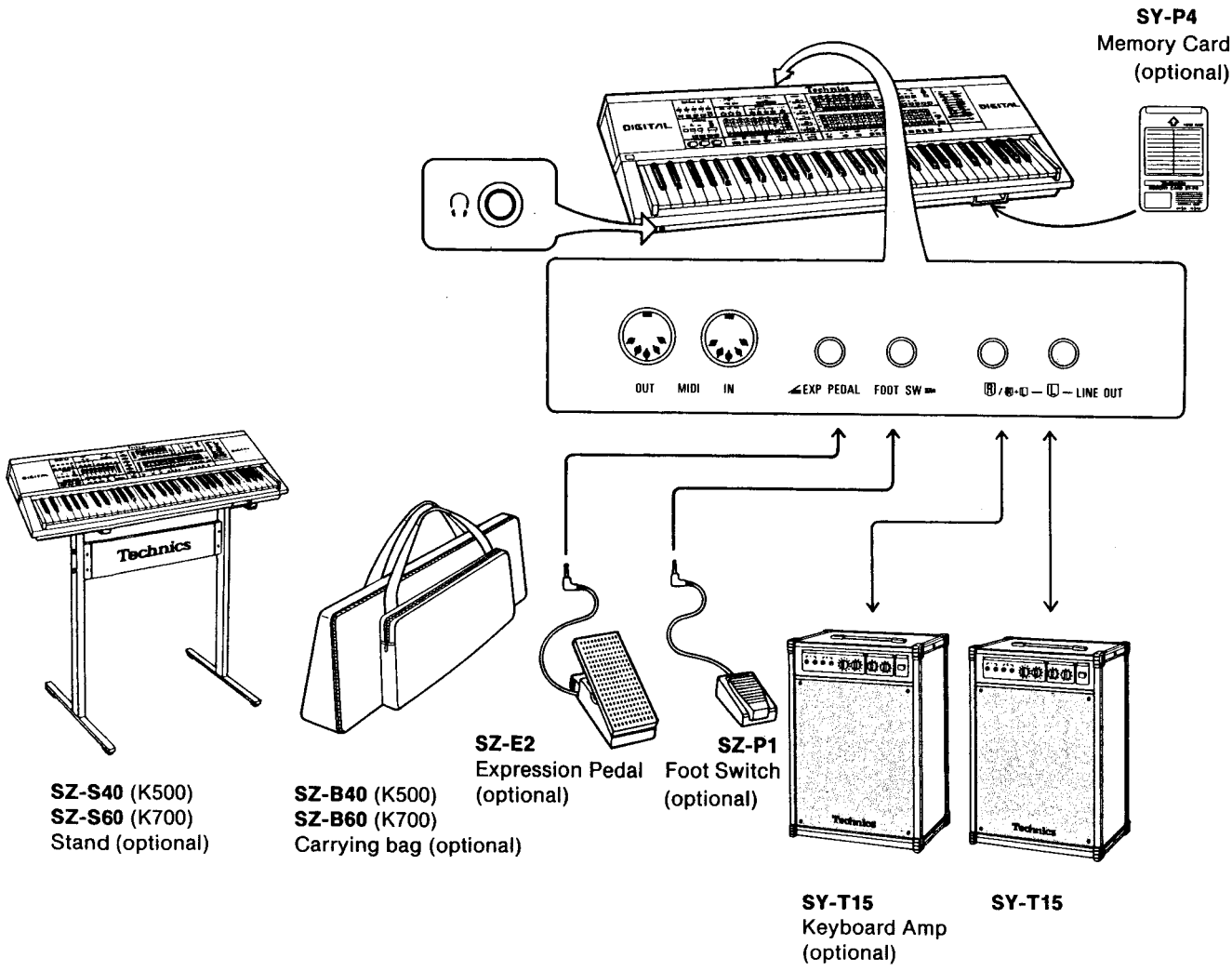
ENGLISH

EXP PEDAL
The optional SZ-E2 Expession Pedal allows you to control the volume (loudness) of all the keyboard voices, leaving your hands free to play.

FOOT SW
When an optional SZ-P1 Foot Switch is connected to this terminal, you can choose from among several functions to control by foot. (Refer to ⑱ Optional Foot Switch.)

LINE OUT
By plugging into the Technics Keyboard Amp or a high-power amplifier, the sound can be reproduced at high volume. (Use the **R/R+L** terminal when outputting monaural sound.)

PHONES ( )
For silent practice headphones may be used. When plugged in, the speaker system is automatically switched off, and sound is heard only through the headphones.



⑳ Symptoms which appear to be signs of trouble

ENGLISH

The following changes in performance may occur in the Technics keyboard but do not indicate trouble:

Phenomenon	Remedy
The buttons, keys, etc. malfunction.	•Press the **FULLBAND SETTING COMPUTER** button to turn it on, and then press the **INITIAL** key on the keyboard. •If the buttons and keys do not return to normal, turn off the **POWER** once, then on again. Turn on the **FULLBAND SETTING COMPUTER** button and press the **INITIAL** key.
No sound can be heard.	The **MAIN VOLUME** is at the minimum, or the **BALANCE** buttons are set to the off or minimum setting. Adjust the volume with the volume and **BALANCE** controls.
When many keys are pressed at the same time, not all of them sound.	•For the **POLY** part, up to 8 notes can sound at one time. When the **AUTO PLAY CHORD** or **SEQUENCER** is used, however, only 4 notes can sound for the **POLY** part. •If **SOLO** only is selected for the [R] part or for the entire keyboard, 2 notes can sound. But when **SOLO** and **POLY** are both selected for the same part of the keyboard, only one note sounds in the **SOLO** tone.
The rhythm does not start.	•When a **SEQUENCER** button(s) is on and a song without any rhythm has been stored, the rhythm does not start. •When the clock mode is set to **MIDI**, the rhythm does not start if no MIDI clock signal is received from another instrument. When using only the PCM Keyboard, return the clock mode to the internal clock, for example by turning off the **POWER** once.
The only rhythm produced is a hi-hat and bass drum sound.	This is the rhythm sound produced when the **KEYBOARD PERCUSSION** button is on. When the **KEYBOARD PERCUSSION** button is turned off, the rhythm returns to normal.
The rhythm you created with the **COMPOSER** can be heard only every other measure (K700 only).	Only one measure of rhythm has been stored. When a rhythm is created and stored in the **COMPOSER**, two successive measures of rhythm must be input for a continuous rhythm to sound.
When you attempt to edit a stored pattern in a **COMPOSER** button, it changes to another pattern entirely (K700 only).	For example, when you start to edit the **COMPOSER 1** pattern, press the **1** button BEFORE pressing the **RECORD** button on. If another **COMPOSER** button or other **RHYTHM** buttons are on when **RECORD** is pressed on, and if **COMPOSER 1** is then pressed, the contents of the **COMPOSER 1** button change to the pattern indicated before the **RECORD** button was pressed.
The **RECORD** and **SEQUENCER** indicators are flashing slowly, but storage is not successful.	•If any **SEQUENCER** indicator is lit, press the **START/STOP** button for automatic performance of the stored part. Another part can then be stored with the part already stored. •When storing two or more parts at the same time, turn on the respective **CONDUCTOR** button(s) before beginning to play. When storing the **DRUMS** part, turn on the **KEYBOARD PERCUSSION** button to use the percussive keyboard.

㉑ Cautions for Safest Use of This Unit

Installation location

1. **A well-ventilated place.**
   Take care not to use this unit in a place where it will not receive sufficient ventilation, and not to permit the ventilation holes to be covered by curtains, or any similar materials.

2. **Place away from direct sunlight and excessive heat from heating equipment.**

3. **A place where humidity, vibration and dust are minimized.**

Power source

1. **Be sure the line voltage selector is in accordance with local voltage in your area before connecting the plug to the socket.**

2. **DC power cannot be used.**

Handling the power cord

1. **Never touch the power cord, or its plug, with wet hands.**

2. **Don't pull the power cord.**

Metal items inside the unit may result in electric shock or damage.

Do not permit metal articles to get inside the unit.

Be especially careful with regard to this point if children are near this unit. They should be warned never to try to put anything inside.

If, nevertheless, some such article does get inside, disconnect the power cord plug from the electrical outlet, and contact the store where the unit was purchased.

If water gets into the unit . . .

Disconnect the power cord plug from the electrical outlet, and contact the store where it was purchased.

As a precaution, it is suggested that flower vases and other containers which hold liquids not be placed on the top of this unit.

If operation seems abnormal . . .

Immediately turn off the power, disconnect the power cord plug from the electrical outlet, and contact the store where it was purchased.

Discontinue using the unit at once. Failure to do so may result in additional damage or some other unexpected damage or accident.

A word about the power cord . . .

If the power cord is scarred, is partially cut or broken, or has a bad contact, it may cause a fire or serious electrical shock if used. NEVER use a damaged power cord for any appliance. Moreover, the power cord should never be forcibly bent.

Don't touch the inside parts of this unit.

Some places inside this unit have high voltage potential. Never try to remove the top or back panels of this unit, or to touch inside parts by hand or with tools.

Contact someone who is qualified in order to inspect the inside, or to replace a fuse, if such becomes necessary. Never attempt to do these things yourself.

Maintenance

The following suggestions will assist you in keeping the unit in top condition.

- Be sure to switch the instrument off after use, and do not switch the unit on and off in quick succession, as this places an undue load on the electronic components.

- To keep the luster of the keys and buttons, simply use a clean, damp cloth; polish with a soft, dry cloth. Polish may be used but do not use thinners or petro-chemical-based polishes.

- A wax-based polish may be used on the cabinet, although you will find that rubbing with a soft cloth will suffice.

SERVICE MUST BE CARRIED OUT BY DEALER OR OTHER QUALIFIED PERSON.

ENGLISH

MEMO

Technics

MIDI

SX-K500
SX-K700

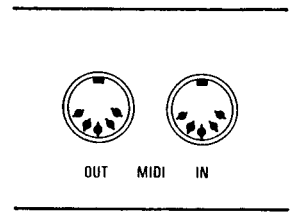
ENGLISH DEUTSCH FRANÇAIS ESPAÑOL NEDERLANDS ITALIANO

SQFGA9230

MIDI Terminals

ENGLISH

MIDI (Musical Instrument Digital Interface) is the standard specification that enables connection to equipment such as keyboards and personal computers. Data transmission and reception are possible between the Technics PCM Keyboard and equipment provided with MIDI terminals.



- Use a MIDI cable (a 5-pin DIN cord, less than 15 m long) for these connections.

This keyboard can transmit or receive data for **POLY**, **BASS**, **SOLO**, **ACCOMP**, **DRUMS** and **CONTROL** parts.

IN: The terminal that receives data from external equipment.
OUT: The terminal that transmits data from the PCM Keyboard to external equipment.

The following kinds of data can be transmitted/received

- Key note (keyboard on/off) data
- Program change data
- Clock signal
- Chorus data
- Sustain data
- Start/stop data
- Song select (FSC number) data
- Volume data (**BALANCE**, **MAIN VOLUME**, expression pedal)
- Velocity data (receive only)

MIDI mode setting

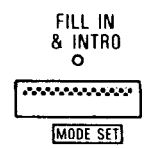
Before using MIDI signals, set the MIDI mode in the following manner.

I. Set up MIDI setting mode

<**Procedure**>

1. Press the **RECORD** button in the **SEQUENCER** section. (The indicator will flash.)

2. Press the **MODE SET** (**FILL IN & INTRO**) button. (The indicator will flash slowly.)

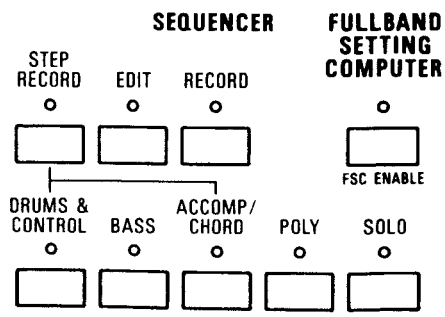


II. Setting each part

■ **Select a part.**

<**Procedure**>

3. Press the **PART SELECT** (**SEQUENCER**) button for the part to be set.



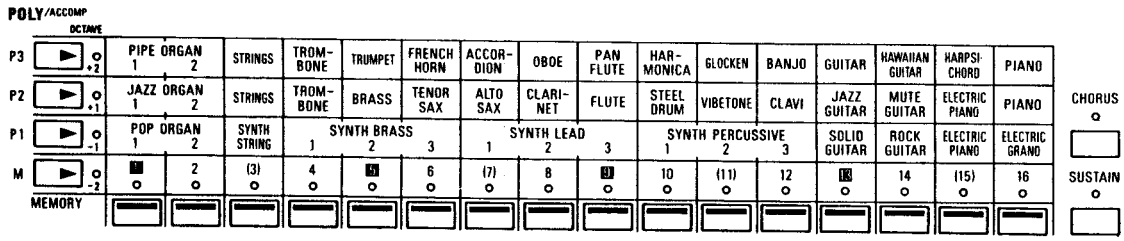
- The **DRUMS** part is selected with the **DRUMS & CONTROL** button.
- It is not necessary to set the **CONTROL** part, since basic channel **16** is automatically assigned for this part. The **CONTROL** part is used to transmit/receive **MAIN VOLUME** and expression pedal data.

■ Basic channel

There are 16 basic channels (**1—16**) for MIDI signals. These channels must be matched with the appropriate parts for transmitting and receiving keyboard on/off, program change, chorus and other data.

<Procedure>

4. Press the **POLY** number button corresponding to the basic channel that will be set for the selected part.



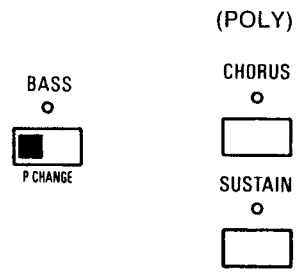
- Channel **16** is reserved for the **CONTROL** part, so select from channels **1~15**.
- The same basic channel cannot be assigned to two or more parts. If a basic channel that has already been assigned to a part is assigned to a different part, an error sound is made.

■ Program change, chorus, sustain

Whether or not data for program change, chorus and sustain are transmitted/received can be set.

<Procedure>

5. Turn on the appropriate buttons if these data are to be transmitted/received. Turn off corresponding buttons if not.

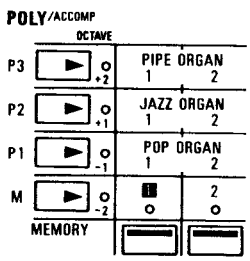


■ Octave shift

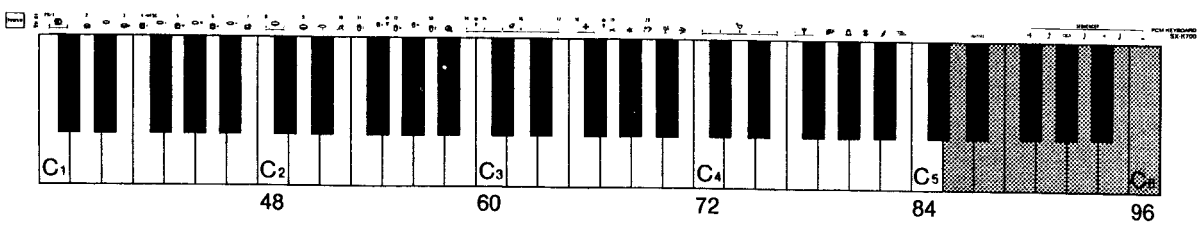
Sound can be shifted up or down one or two octaves.

<Procedure>

6. Set octave shift range for **MIDI OUT** using the **OCTAVE** buttons (in the **POLY** tone section).



- Octave shift for **MIDI OUT** and **MIDI IN** are directly correlated. For example, if **MIDI OUT** is set at +1, the **MIDI IN** is automatically set at −1.
- In the initial mode, the relationship between the keyboard and note numbers is as shown below.



(is for K700 only)

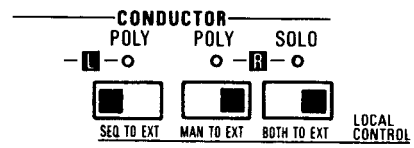
■ **Local control**

There are four modes for distributing performances played manually on the keyboard and performances played back by the **SEQUENCER** to the PCM Keyboard and an external instrument. These modes can be selected for each part of a performance.

Mode	Details	
Normal	Notes played manually on the keyboard and those generated by the **SEQUENCER** are sounded from both the PCM Keyboard and the external instrument.	keyboard → this instrument / external instrument sequencer → this instrument / external instrument
SEQ TO EXT	Notes played manually on the keyboard are sounded from the PCM Keyboard, and those generated by the **SEQUENCER** are produced on the external instrument.	keyboard → this instrument sequencer → external instrument
MAN TO EXT	Notes played manually on the keyboard are produced on the external instrument, and those generated by the **SEQUENCER** are sounded from the PCM Keyboard.	keyboard → external instrument sequencer → this instrument
BOTH TO EXT	Notes played manually on the keyboard and those generated by the **SEQUENCER** are both sounded from the external instrument.	keyboard → external instrument sequencer → this instrument

<Procedure>

7. Use the **LOCAL CONTROL** buttons to set to the desired mode. (In the normal mode, all three indicators are off.)



Repeat procedures 3~7 for the other parts.

III. Setting the common parameters

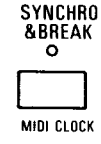
■ **Clock selection**

Select the internal clock if the PCM Keyboard's clock will be used to control the performance. Select the **MIDI** clock if the external instrument's clock will be controlling the performance.

- When the **MIDI** clock is selected, the rhythm can only be started if the **MIDI** clock signals are received from the external equipment.

<Procedure>

8. Set to the required clock mode using the **MIDI CLOCK (SYNCHRO & BREAK)** button.
- When the indicator is off, the internal clock is selected.
- The internal clock is automatically selected when the **POWER** is turned off once, then on again.



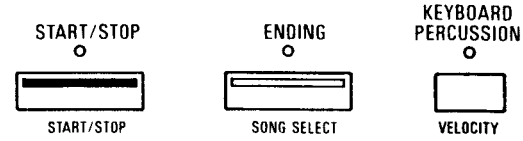
■ **Song select, start/stop, velocity, balance (volume), main volume, expression pedal**

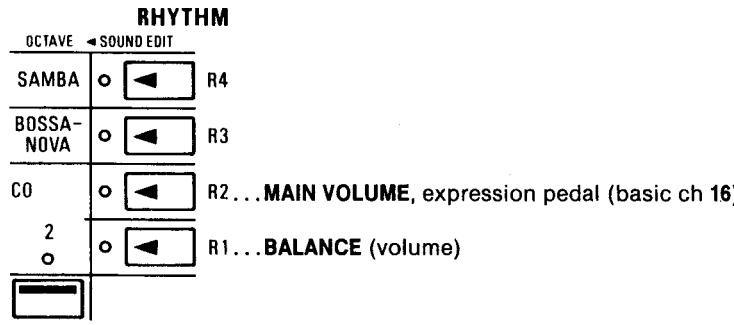
Whether or not data for these items are transmitted/received can be set.

Note: velocity data cannot be transmitted, but can be received.

<**Procedure**>

9. Turn on the appropriate buttons if these data are to be transmitted/received. Turn off corresponding buttons if not.





■ **Key note data transmit/receive**

Set the input mode, the key note modes and whether the **VOICE SETTING COMPUTER** is selected for the program change data.

KEY ASSIGN MODE: Choose from among three key assign modes for receiving key note data.

Key assign mode	Recognized key notes	CONDUCTOR	Application examples
1	**POLY** part only	Functions the same as when the PCM Keyboard is played.	Use when an external instrument with "touch response" is played.
2	**All parts** **SOLO, POLY*, BASS, ACCOMP, DRUMS**	Does not function.	Use for ensemble performance when each part is played independently.
3	**All parts** **SOLO***, POLY, BASS***, ACCOMP**, DRUMS*****	Functions only in response to input for **POLY** part.	The mode used when the entire keyboard plays in response to settings for the right part of the keyboard.

* Up to four notes can sound at one time for this part.

** **ACCOMP** part notes are recognized only when the **FINGERED** or **ONE FINGER** button is on.

*** **SOLO, BASS** or **DRUMS** part notes are recognized only when the **CONDUCTOR SOLO, CONDUCTOR BASS** or **KEYBOARD PERCUSSION** button is off respectively.

KEYNOTE ONLY: In the on state, the data for program change and control change are not transmitted/received.

AUTO PLAY CHORD: In the on state, the **AUTO PLAY CHORD** function produces an accomp pattern for the **ACCOMP** and **BASS** MIDI outputs.

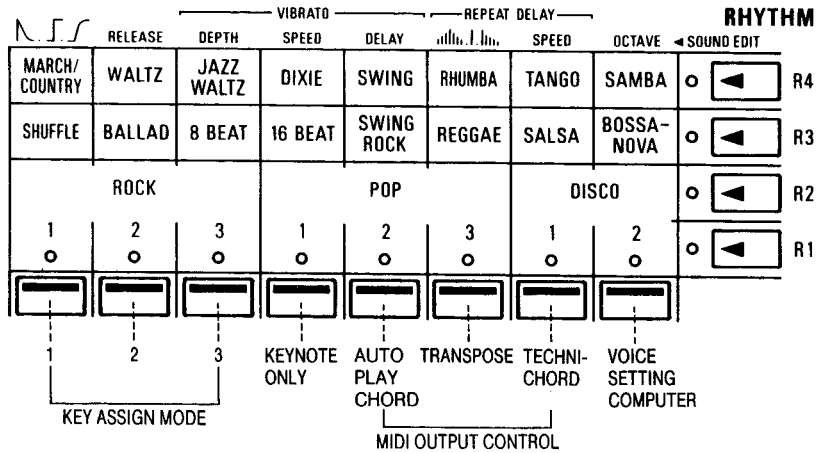
TRANSPOSE: In the on state, transposed keyboard notes are output for all parts.

TECHNI-CHORD: In the on state, keyboard notes created by the **TECHNI-CHORD** function are output for the **POLY** part (when the **TECHNI-CHORD** button is on).

VOICE SETTING COMPUTER: In the on state, the **VOICE SETTING COMPUTER** is selected by the program change data for the **POLY** part. (Program change data are not transmitted/received for the **SOLO** part.)

ENGLISH

<Procedure>
10. Set the mode with the 3 leftmost **RHYTHM** buttons (press only one).
11. Set the on or off state for the remaining items with the other five **RHYTHM** buttons.



IV. Exiting the MIDI setting mode

<Procedure>
12. After completing the above steps, press the **RECORD** or **MODE SET** button off to exit the MIDI setting mode.

Loading stored MIDI data

All MIDI data that have been set can be stored in the keyboard's memory or in devices such as a memory card, simply by performing storage procedures for the **SEQUENCER** or the **FULLBAND SETTING COMPUTER**. However, these stored MIDI settings cannot be recalled for playback in the initial mode. Follow the procedure below in order to recall these stored MIDI settings for playback.

<Procedure>
1. Press the **RECORD** button in the **SEQUENCER** section. Its indicator will flash.
2. Press the **MODE SET** button. Its indicator will flash slowly.
3. Press the **FSC ENABLE** button on to recall the stored MIDI settings.
4. Press the **RECORD** button or **MODE SET** button to complete the procedure.

- When the power to this unit is turned off, then on again, the **FSC ENABLE** is turned off.

MIDI Implementation Chart

[PCM Keyboard]
[SX-K500/SX-K700]

(Transmitted)

Function...		POLY	SOLO	ACCOMP	BASS	DRUMS	CONTROL	Remarks
Basic Channel	Default	1~15	1~15	1~15	1~15	1~15	16	memorized
	Changed	1~15	1~15	1~15	1~15	1~15	—	
Mode	Default	3	3	3	3	3	3	OMNI OFF POLY MODE
	Messages	×	×	×	×	×	×	
	Altered	—	—	—	—	—	—	
Note Number		7~113	7~113	7~113	7~95	7~101	—	(K500) • Changes depending on the position of the MIDI octave shift (K700) • When SEQUENCER is off
	True voice	7~126	7~126	7~126	7~108	7~113	—	
		—	—	—	—	—	—	
Velocity	Note ON	×	×	×	×	×	—	
	Note OFF	× (9nH:V=0)	× (9nH:V=0)	× (9nH:V=0)	× (9nH:V=0)	× (9nH:V=0)	—	
After Touch	Key's	×	×	×	×	×	×	
	Ch's	×	×	×	×	×	×	
Pitch Bender		×	×	×	×	×	×	
Control Change	7	*○ ×	*○ ×	*○ ×	*○ ×	*○ ×	*○ ×	balance (poly~drums)
	11	×	×	×	×	×	*○ ×	main volume (control) expression pedal
	64	*○ ×	*○ ×	*○ ×	*○ ×	×	×	sustain
	93	*○ ×	*○ ×	*○ ×	×	×	×	chorus
Prog Change	True #	*○(0~63)×	*○(0~31)×	*○(0~63)×	*○(0~7)×	*○(0~31:K500)(0~35:K700)×	—	
		—	—	—	—	—	—	
System Exclusive		×						
System Common	Song Pos	×						
	Song Sel	*○ (0~19) ×						
	Tune	×						
System Real Time	Clock	○						
	Commands	*○ ×						start/stop
Aux Messages	Local ON/OFF	×	×	×	×	×	—	
	All Notes OFF	○	○	○	○	○	—	
	Active Sense	○						
	Reset	×						

Notes

*○ ×..... Whether or not the data for each of these items is transmitted can be set.

Mode 1: OMNI ON, POLY **Mode 2:** OMNI ON, MONO ○ : Yes
Mode 3: OMNI OFF, POLY **Mode 4:** OMNI OFF, MONO × : No

MIDI Implementation Chart

[SX-K500/SX-K700] (Recognized)

Function...		POLY	SOLO	ACCOMP	BASS	DRUMS	CONTROL	Remarks
Basic Channel	Default	1~15	1~15	1~15	1~15	1~15	16	memorized
	Changed	1~15	1~15	1~15	1~15	1~15	——	
Mode	Default	3	3	3	3	3	3	OMNI OFF POLY MODE
	Messages	×	×	×	×	×	×	
	Altered	——	——	——	——	——	——	
Note Number		2~126	2~126	2~126	2~126	2~126	——	Changes depending on the position of the Octave Shift or Transpose control.
	True voice	36~108	36~108	36~108	24~96	36~71 (K500) 36~83 (K700)	——	
Velocity	Note ON	*○ ×	*○ ×	*○ ×	*○ ×	*○ ×	——	
	Note OFF	×	×	×	×	×	——	
After Touch	Key's	×	×	×	×	×	×	
	Ch's	×	×	×	×	×	×	
Pitch Bender		×	×	×	×	×	×	
Control Change	7	*○ ×	*○ ×	*○ ×	*○ ×	*○ ×	*○ ×	balance (poly~drums) main volume (control)
	11	×	×	×	×	×	*○ ×	expression pedal
	64	*○ ×	*○ ×	*○ ×	*○ ×	×	×	sustain
	93	*○ ×	*○ ×	*○ ×	×	×	×	chorus
Prog Change		*○ ×	*○ ×	*○ ×	*○ ×	*○ ×	——	
	True #	0~63	0~31	0~63	0~7	0~31 (K500) 0~35 (K700)	——	
System Exclusive		×						
System Common	Song Pos	×						
	Song Sel	*○ (0~19) ×						
	Tune	×						
System Real Time	Clock	○						
	Commands	*○ ×						start/stop
Aux	Local ON/OFF	×	×	×	×	×	——	
	All Notes OFF	○	○	○	○	○	——	(123~127)
Messages	Active Sense	○						
	Reset	×						

Notes *○ × ..... Whether or not the data for each of these items is received can be set.

Mode 1: OMNI ON, POLY **Mode 2:** OMNI ON, MONO ○ : Yes

Mode 3: OMNI OFF, POLY **Mode 4:** OMNI OFF, MONO × : No

- This product adheres to MIDI specifications as published by the Japan MIDI Association.